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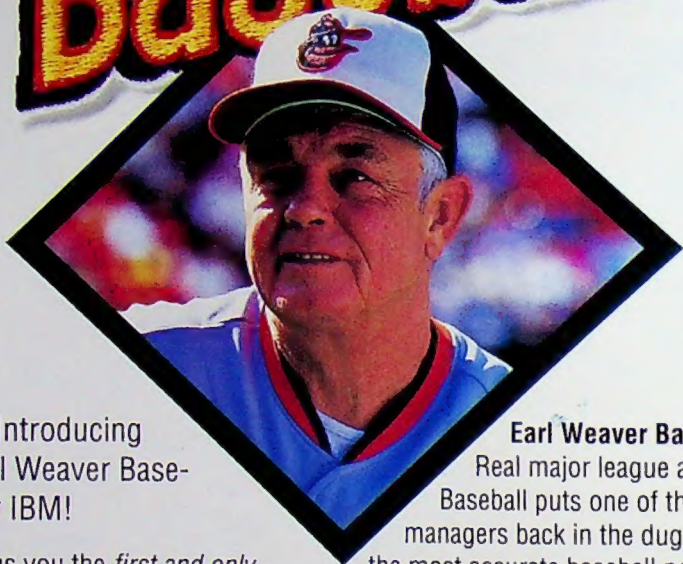
MEASURING UP

Can you find a cup, a foot, and 29 other
units of measurement? Answers, page 60



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By Alvin Tresselt, *Dean of Faculty*

IF YOU WANT TO WRITE AND GET published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life experience. While it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin—to break into print—to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 30 years of editing, publishing, and teaching—and 53 books of my own—I can tell you this: You'll go a long way before you discover anything as rewarding as writing for young readers.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that truly reach young people is an experience you'll never have anywhere else.

The soaring children's market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a surprisingly big market out there for writers who are trained to tap it. More than \$1 billion worth of children's books are purchased annually and some 4,000 different titles share in this bonanza—many by new authors.

Of approximately 500 publishers of books related to children, over 300 of them welcome manuscripts from aspiring writers. And over 400 magazines rely on freelancers to fill their issues. You can imagine how much writing *that* takes!

Yet two big questions bedevil nearly every would-be writer: "Am I really qualified?" and "How can I get started?"

"Am I really qualified?"

This is our definition of a "qualified person": It's someone with an aptitude for writing who can take constructive criticism, learn



An old mansion, deep in the Connecticut woods, is the home of The Institute of Children's Literature.

from it, and turn it into a professional performance. That's the only kind of person we're looking for. The reasons are simple: Our reputation is built on success, and, if prospective students don't have the earmarks of success, we probably can't help them. And we tell them so. It's only fair to both of us.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into The Institute without passing it. Those who pass and enroll receive our promise: You will complete at least one manuscript ready to submit to a publisher by the time you finish the Course.

One-on-one training with your own instructor

I've learned a lot about writing for children and I love it. Now I'm passing my knowledge on to my students so they can profit from it. When I'm not writing my own books I spend my time at The Institute of Children's Literature, a workshop for new writers that does one thing and does it better than any other educational institution I know of: It trains qualified people to write for young readers.

This is the way I work with my students, and my fellow instructors—all of whom are experienced writers or editors—work more or less the same way.

Learn at your own pace

When you're ready—at your own time and your own pace—you send your assignment to me and I read it and I reread it to get everything out of it you've put into it.

Then I edit your assignment just the way a publishing house editor would—if he had the time. I return it along with a detailed letter explaining my comments. I tell you what your strong points are, what your weaknesses are, and just what you can do to improve. It's a matter of push and pull with each assignment. You push and I pull and between us both, you learn to write.

"—my dream come true!"

This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that many students break into print even before they finish the course.

"The thing that gives me the most satisfaction" writes Brandy S. Wells, Greensboro,

MD, "is the idea that my story will be read by 150,000 Sunday school children—my dream come true!"

"Seeing my story in print, and knowing that some child out there is reading it and maybe enjoying what I have to say is all the reward I'll ever want," says Win Simpson, New Providence, NJ.

"My how-to article that sold to 4-H Magazine for \$75 was my rewrite of a Course assignment," says Jeanne Shoemaker, Birmingham, AL. "My beloved instructor has made this Course one of the highlights of my adult life!"

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Alvin Tresselt was Vice President and Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine for Children*, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

*The testimonials in this ad were provided without remuneration and voluntarily by The Institute's students between 1985 and 1988.

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Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★★

Cover Puzzle John Chaneski Cover Collage John Craig



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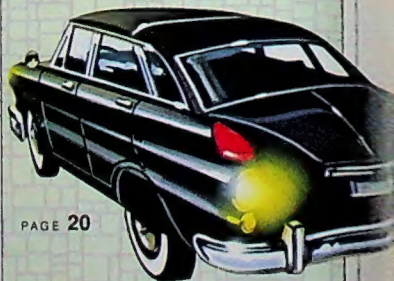
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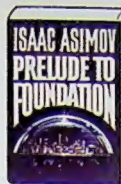
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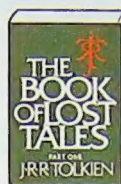
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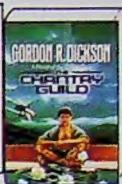
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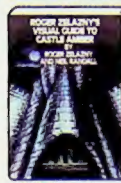
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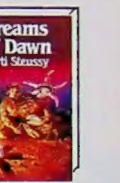
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04-SF42

STAY TUNED ★★

What do these words have in common?

MAD	MEAT	CHAR
LIB	SAD	DON
BLOND	ODE	MAN

Jo Ann Meyer
Denver, CO

CINEMATIC SYNONYMS ★★

Erudite Aunt Mary Lou has a tendency to remember the gist of things very well, but she never gets her facts exactly right. So, when we asked her to name her 10 favorite movies, she gave us the scholarly sounding, but misworded, responses below. Can you deduce the actual titles of the movies she listed?

1. *The Violet Tincture*
2. *Mandibles*
3. *The Empress of the Dark Continent*
4. *Vanished in the Company of Aeolus*
5. *Luminary Hostilities*
6. *Statutory Birds of Prey*
7. *Hostility and Tranquility*
8. *Aureate Dactyl*
9. *Cardiac Felonies*
10. *Lunary Stultified*

Stephen Rust
Woodstock, NY

RHYTHMS OF THE ISLAND ★★

To solve this cryptarithm, substitute a one-digit number for each letter to discover a complete addition problem.

O	S	A	K	A
+ K Y O T O				
T O K Y O				

John Curran
River Edge, NJ

TYPING TEST ★★

Mrs. Kolbe's secretary, out with the flu, left a note for the temporary secretary. She told him to type a list of names onto address labels and then sort them into four stacks.

The next day, the secretary returned to work and found the labels typed and stacked in four piles. However, she couldn't figure out what kind of sorting system the typist had used.

Below are sample names from each stack of labels. Can you discover the basis for the typist's sorting system?

A	B
Jill Knoll	Teresa Bates
Philip Holm	Greta Waters
Holly Mullin	Seve Ferber
John Hill	Fred Case
C	D
Andy Rickel	Jane Ormand
Rosy Chaney	Iris Hale
Boris Kent	Len Siskel
Blanche Lane	Ivy Tuck
	Joyce Pease
	La Mirada, CA

BRIEFLY STATED ★★

In a move to reduce governmental paperwork, Senator Phil Abuster has proposed to eliminate from each state's name any letter that appears more than once. Naturally, there would be no cuts for the Senator's home state, Florida, but for example, Kentucky would become Entucky, while Tennessee would be known simply as T. To which states would the following names belong if the Senator's bill passes?

1. Mchue
2. D
3. Oeiu
4. M
5. Mot
6. Nos

John Peterman
Duluth, MN

ANSWERS, PAGE 55

GAMES

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LETTERS

ENVELOPE OF THE MONTH



Dave Gold
Boston, MA

RUN THAT BAYOU AGAIN

I just received my Feb/Mar issue of *GAMES* and was thrilled to discover our Louisiana Mardi Gras highlighted as a word search puzzle. You are to be commended for promoting Louisiana tourism. I had a *bon temps* completing the puzzle, *merci*!

Kayre Fahrman
Opelousas, LA

CONTESTANT SEARCH

Your "Wish You Were ...Where?" contest (January) was a blast! Please, let's have more of these kinds of puzzles. It was excruciatingly delicious—painful, but enjoyable. I spent three hours in the

library looking at travel folders, maps, vacation books, etcetera. Win, lose, or come in 97th, it's been fun.

L. Brock Cryslar
Saskatoon, Saskatchewan

Enclosed is my submission for the "Wish You Were ...Where?" contest. All I can say about this puzzle is that it was both easy and tough—a definite mixed bag. I was particularly stumped by card 5; I found that even people at the embassies of the possible countries were puzzled, too. How about another picture contest of this sort in the future?

H. B. Russell
Springfield, VA

READING GLASSES

I thought your Fake Ad for Glass-Nost Glassware (January, page 22) was very cute—but one error caught my eye. The center glass pictures Reagan and Gorbachev, with the caption "Reykjavik 1987" on it. The Reykjavik summit did not occur in 1987, but in October of 1986. I know this because I was stationed at the U.S. Naval Air Station in Keflavik, Iceland, at the time.

Joel E. Dreibelbis
Norfolk, VA

PUTTING HEADS TOGETHER

Although this tombstone isn't composed of two headlines, per se, I thought it would make a humorous addition to your collection. I found it in the January 30th Raleigh, North Carolina *News and Observer*.



Duke student gets measles; mandatory shots to begin today

Andrew Steen
Raleigh, NC

TRIPPED UP

I'm crazy about puzzles by Trip Payne. More, please!

Also I've noticed that several of your puzzles have been constructed by Art Pipeny—"Trip Payne" scrambled. Hmmm. In addition, I've been meaning to ask if Trip Payne is a real person (and therefore a possible relative of mine) or merely a play on "trepanne," the practice of drilling holes in the skull.

If any of this pertains to a hidden contest, let me know.

Joanne Payne
Eureka, CA

Yes, Trip Payne is a real person. He's a student at Emory University, and a prolific puzzlemaker, who interns with *GAMES* during his summer breaks. As far as we know, he has no more holes in his skull than the rest of us —Ed

TAKE ADVANTAGE



SURGEON GENERAL'S WARNING: Quitting Smoking Now Greatly Reduces Serious Risks to Your Health.

**RICH TASTE
AT 1/2 THE TAR**

BRAIN GAMES

I am "only" 17 years old, and I have been a subscriber to GAMES for three years. Although a few of your puzzles are too advanced for me, I have been able to make a fair attempt (however feeble) at even your three-star puzzles.

Even though your magazine is devoted to amusements, I feel that it has contributed to the successfulness of my high school studies, and even helped me on my college entrance exams. Puzzles such as crosswords and double crosses have bolstered my vocabulary, and fostered my problem-solving capabilities. The only negative aspect is that I sometimes stay up very late to finish off a particularly grueling puzzle. Thank you for a fine magazine.

Jeffrey Lazar
Holbrook, NY

THE THRILL OF VICTORY

I can't tell you what a thrill it is for me to finally win something from GAMES (I was a runner-up in the Pencilwise Plus Cartoon Rebus Contest). I cannot think of a nicer, or more challenging, organization from which to take a prize.

Your magazine is a source of entertainment and mental challenge for me, although "The World's Most Ornery Crossword" does drive me up a wall. I have taken some of your ideas and puzzle themes and incorporated them into puzzles for the U.S. Embassy newsletter here and they have been well received.

Thank you for the inspiration as well as the entertainment.

Joe Correia
American Embassy
Manama, Bahrain

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

APRIL/MAY

We goofed . . . The explanation of the Guillotine hand of the Guillotine card game (April/May page 51) says that "the players taking the first and last tricks should leave them face up as a reminder to subtract an extra five points." We should have said that those players will add an extra five points. The chart at the bottom of the page is correct.—Ed.

FEBRUARY/MARCH

Aha, I thought, how clever of you to misspell Frances Langford's name and give her a sex change in "Call Our Bluff Turns on Television" (Feb/Mar page 20). That would be a bluff that most readers won't get! Alas, it was merely a mistake on your part. Console me with a large T-shirt.

Harp Erstein
Washington, DC

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

JUNE

DAY OF THE MONTH: JUNE 17

If you've never tried juggling tennis balls or beanbags, today is the day to give it a shot, because it is National Juggling Day. Juggling experts may want to try those flaming, red-hot bowling pins that they've been afraid of up to now. Juggling clubs across the country will hold festivals to teach, demonstrate, and celebrate their art. CONTACT: International Jugglers Association, 1850 12th St. SW, Akron, OH 44314.

CAR REPAIR The search for the nation's best high school auto technician will end when the Plymouth/AAA Trouble Shooting Contest takes place, June 19, at the Capitol Mall in Washington, DC. Teams of two students from each state will work on 50 cars that have all been bugged in the same way. They will then have a half hour to find, say, a faulty manifold, absolute pressure sensor, or a bad mutual safety switch. Over \$20,000 in scholarships will be awarded. Admission for spectators is free. For information on entering next year's event, call (800) 255-0011 by December 15.

CROSSWORDS The cream of the crop of cruciverbalists will take their share of the \$2,000 in cash and book prizes at the Fifth Annual North Jersey Crossword Open, June 3, at the Riverside Square Mall in Hackensack, New Jersey. CONTACT: American Crossword Federation, P.O. Box 69, Massapequa Park, NY 11762, or call (516) 795-8823.

FLYING DISCS Slipped discs will be a rare occurrence as competitors from around the nation compete at the U.S. Open Flying Disc Championships, June 26-July 2, at La Miranda, California. There will be \$40,000 in prize money distributed among winners of seven events: Accuracy, Discathion, Disc Golf, Distance, Double Disc Court, Freestyle, and Self-Caught Flight. CONTACT: Discovering the World, P.O. Box 911, La Miranda, CA 90637, or call (714) 522-2202.

HOLLERING The National Hollerin' Contest will take place on June 17 in Spivey's Corner, North Carolina. See Gamebits, page 9, for more information. CONTACT: Ermon Godwin, P.O. Box 332, Spivey's Corner, NC 28334.

ROOSTER CROWING For 30 minutes on June 24, Rogue River, Oregon, will be a tough place to sleep as the National Rooster Crowing contest takes place. That's how long contestants will have to

get their roosters to crow—and crow they must, since clucks and peeps are simply not acceptable. The record is 112 cockle-doodle-doo. The contestants will be competing for trophies and a \$150 first prize. As is standard in rooster crowing contests, no mechanical, electrical, physical, or chemical stimulants or devices will be allowed in the cage with the rooster. CONTACT: Larry Miller, Rogue River Lions Club, P.O. Box 140, Rogue River, OR 97537, or call (503) 582-1558.

JULY

DAY OF THE MONTH: JULY 12

"Different Colored Eyes Day" is a day to recognize the uniqueness of people (or pets) with, well, different colored eyes. If you don't know anyone with this characteristic, you can listen to some David Bowie songs, since his eyes are different colors. Or, you can call up your local radio station and request Crystal Gayle's "Don't It Make My Brown Eyes Blue." CONTACT: Jeanne Fetch, 66 E. Oakland Ave., Doylestown, PA 18901.

BACKGAMMON The World Backgammon Championships at Monte Carlo will be held July 10-16. The entry fee of 5,000 francs (about \$800) will entitle the 600 expected participants to their shot at over \$250,000 in prize money. There will be three divisions of play: Champion, Intermediate, and Novice. CONTACT: Les Boyd, International Backgammon Association, 1300 Citrus Isle, Ft. Lauderdale, FL 33315, or call (305) 527-4033.

CRIBBAGE The nation's oldest and largest cribbage tournament will get one year older when the 16th Annual National Open Cribbage Tournament takes place, July 29-31, in Raleigh, North Carolina. Over 400 people will vie for nearly \$40,000 in prize money. The entry fee is \$65. CONTACT: Nick Pond, National Open Cribbage Tournament, P.O. Box 12800, Raleigh, NC 27605.

POKER About 200 poker players will set sail July 29 from New York City and head for Bermuda on a luxury cruise with poker as its highlight. For seven days passengers will play Stud, Hold 'Em, Hi-Lo Split, and many other games. Prices start at \$1,235. CONTACT: Poker Cruises International at (800) 234-1616.

STONE SKIPPING Independence Day is usually a day to relax, take in a ball game, and eat barbecued steaks. But for serious stone skippers, July 4 means only one thing: The Mackinac Open stone-skipping tournament on Mackinac Island, Michigan. Players pay 50¢ to skip six stones, and the person with the best single-stone total wins. The prize is a year's supply of fudge and the Little David Trophy, a 150-pound rock. Also, there will be a pro invitational tournament where invitees will try to get that elusive 30th skip, and thereby set a world record. CONTACT: W.T. Rabe, 1204 Davitt, Sault Ste. Marie, MI 49783, or call (906) 635-5085.



Doll shown smaller than actual size
of approximately 22".

G A M E B I S

EDITED BY CURTIS SLEPIAN



Wise Guys! unclothes the real Trebek.

JEOPARDY! THE MOVIE!

Answer: *Wise Guys!*

Question: What TV show should *Jeopardy!* fans not miss?

Airing July 25th on PBS stations nationwide as part of a series of independent documentaries called *P.O.V.* (Point of View), *Wise Guys!* is a behind-the-scenes look at *Jeopardy!*'s 1987 Tournament of Champions. This annual week-long competition brings together the year's 15 top money winners for a shot at the \$100,000 top prize.

Not unexpectedly, Alex Trebek, the show's host and producer, is a central character in the half-hour film. But the contestants are the real stars of *Jeopardy!*—and of *Wise Guys!* Among them are high school teacher Danny Green, a religious man who says he prepares for the tournament by praying; former teacher Lionel Goldbart, whose chance of winning evaporates when he fails to put a response into question form; and Marvin Shinkman, a California stamp dealer. Asked what kind of mind he has, his wife answers, "A steel trap...he's a master of the obscure."

The man Shinkman and the rest of the field fear most is Chuck Forrest, a confident

young law student from Michigan. As the film follows the Tournament through the final round, Forrest's confidence is justified.

Funny and compelling, *Wise Guys!* was directed by David Hartwell, a 31-year-old native of San

Francisco, as a student project for the USC film school. Though not a game show lover (his interest in the project began after learning that a number of fellow USC students had appeared on game shows to help pay for tuition), Hartwell is intrigued by the shows' participants. Most of them, he observes, are educators and lawyers—people who deal in facts. And the best—all but one of the 15 finalists—tend to be male: "Aggressive, competitive behavior is prized in men, discouraged in women," says Hartwell.

Whether true or not, there's no denying that the men are fiercely competitive; several losers can barely contain their tears. Why does a game show like *Jeopardy!* produce such strong passions? The obvious reason is that the contestants stand to make a lot of money. But Hartwell digs deeper: "They [the competitors] are underachievers, very bright people who, for one reason or another, are not reaching their full potential. Winning on a show like *Jeopardy!* would be a kind of vindication for them."

Not everyone's ego is tied to winning. After losing, Danny Green smiled and said he had had fun, and that was the important thing. And fun is what you'll have viewing this winning documentary. —Curtis Slepian

ZOLO CONTENDERE

It's a bug-eyed ostrich!
It's a polka-dotted robot!
It's Zolo!

Zolo, the upscale construction set, has been compared to everything from Tinkertoys to Mr. Potato Head. Created by a couple of baby boomers who hold these classics close to their hearts, Zolo takes off where their old favorites left off.

"Mr. Potato Head is always a mister, always a potato, and always a head," says Byron Glaser, who designed Zolo with partner Sandra Higashi. "Zolo can be whatever someone wants it to be."

A modern twist on basic stick-and-hole assembly, Zolo combines art and play in a sophisticated way that makes it as appealing to adults as to children.



Zolo leaves a lot to the imagination.

Some of Zolo's more than 50 hand-carved, hand-painted wooden pieces are shaped like squiggles, knobs, wiggly snakes, and mangoes ("or kidneys, depending on your perception," says Higashi). Breaking every rule of fashion, mint and bubblegum stripes are encouraged to mix with elegant black and white patterns or dotty arrangements in fuchsia and turquoise.

Higashi and Glaser approached a handful of toy manufacturers, but no one knew what to make of Zolo.

"How can we market a product to both adults and children?" they asked. Most visualized a plastic version.

Determined to maintain Zolo's quality and personality, Higashi and Glaser turned to New York's Museum of Modern Art. "It's not the easiest place to get into," laughs Higashi. "We were given five minutes to make our presentation."

That five minutes resulted in an order for 1,000 toys a month. Glaser flew off to Indonesia, a country known for its exquisite woodwork, to oversee production by 600 Javanese crafts-people.

With a name inspired by the study of animals and nature, Zolo subtly sends a message. According to

its designers, "Zolo is dedicated to the idea that all things wiggly, straight, skinny, blobby, square and round, plain and spotty can come together as one."

For some fans of Zolo, though, the reason they pay its \$150 price isn't quite as profound. "I have a perpetual habit of being late," says one businesswoman, "but with Zolo in the reception area, clients don't mind waiting." —Lois Alter Mark

CLEAN AND JERK

It takes about 20 minutes for a good cardiovascular workout. That's also about how long it takes to run a load through the washing machine. Put the two together, and you've got the Clean and Lean Laundry and Fitness Centers of California. Enter with an out-of-shape body and a load of dirty clothes, and leave with muscle tone and clean underwear.

Entrepreneur Gregory Trabert opened his first combination laundromat/gym near San Diego about two years ago. One side of the building is a fitness center complete with toning machines, weights, tanning beds, and attendants trained in the latest exercise techniques. The other side is a laundromat complete with wall-to-wall carpeting, air conditioning, and attendants who carry loads from washers to dryers for exercising customers.

Trabert considered a lot of business ideas aimed at health and beauty-conscious Californians before opening Clean and Lean, but decided most of them wouldn't wash. His mother suggested opening a laundromat where customers could do something besides watch TV and eat junk food. He took her advice, and now he's cleaning up.

Both sides of the building do well independently. Anyone can walk off the street and use the laundro-

mat. The fitness center also welcomes customers just interested in a workout.

The first Clean and Lean was so successful that a second recently opened in Los Angeles. Two more—another in San Diego and a fourth in Austin, Texas—are planned. Is it just a flash in the pan? Maybe. But even if the fitness craze reaches the end of its cycle, Trabert knows that as long as people need clean clothes, he'll never be washed up.

—Frances Severn

DISTANCE RECORDS

Wurlitzer is the biggest name in jukeboxes—except in Pittsburgh, Pennsylvania, where Helen Reutzel, the "Human Jukebox," is a living legend.

Back in the early 1900s, Reutzel's father devised a unique system—using radio tubes and telephone lines—to broadcast phonograph records from a central switchboard over the speakers of jukeboxes in many of the city's bars. Before WWII, he had hooked up 120 jukeboxes, but when TV came on the scene and people started staying home, he eventually cut back to fewer than 20 jukeboxes.

Twelve years ago, Reutzel died and left the operation to his daughter; now she and a few assistants take requests over jukeboxes in six barrooms, talking to customers from the same musty main office in an old walkup somewhere in the city. (Reutzel keeps its location a secret because it houses a priceless collection of more than 100,000 records.)

How does it work? Reutzel explains: "You just go up to the jukebox and put your quarter in, and that sends a signal to our studio. Then I or someone else plugs into our switchboard, and you pick up the phone on top of the box and tell us what you want to hear." Personal dedications from Helen or

her helpers, which they squawk through the jukebox speakers for everyone to hear, are an extra quarter.

Hearing Reutzel for the first time can be bewildering. "I've had people say to me, 'You're not a recording, are you?'" notes Reutzel. "I say, 'No, I'm flesh and blood.'"

Some people are more bewildered than others. "One time a drunk was in one of the bars and the cigarette machine was broken," says Reutzel, "so he put his money in the jukebox instead. I could hear him say, 'Where the hell are my cigarettes?' and I kept trying to tell him all I could do was give him a song. So I finally put on 'Cigarettes and Whiskey and Wild, Wild Women.'"

Reutzel sees her service as a Pittsburgh trademark, much like the cable cars of San Francisco. "Every time I think I'll close it down, I get all kinds of flak," she says. "It just gives people a chance to talk to someone. That's why it's still around."

—Michael Rozek

OL' YELLERS

As a way for folks to communicate, hollering is considered among the most impolite. But in rural North Carolina, hollering has long been the favored means to get a point across—across acres of farmland, that is.

Before the advent of telephones, cars, and tractors, local farmers had to holler across open fields to families or neighbors, sometimes miles away. Best described as a combination of yodels, country-music-style singing, and shouts, the hollers served as signals. "There were SOS hollers and 'I'm going to be home soon for supper' hollers," notes Ermon Godwin, Jr., a Dunn,

North Carolina bank executive considered an expert on the subject.

Today, thanks to Godwin, hollering has a place in the phone age. In 1969, he organized the first National Hollerin' Contest, in the nearby town of Spivey's Corner. Ever since, on the third Saturday in June, it's brought together hollers of all stripes (mostly from North Carolina) to show off their talents before a panel of judges. Last year, 4,000 spectators heard some 75 hopefuls compete for the first place trophy.

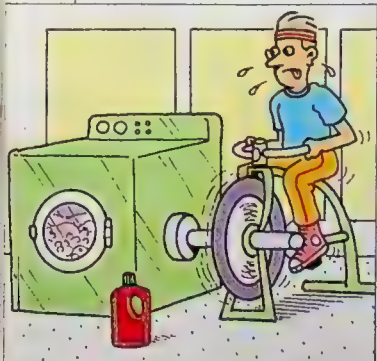
These days, hollering is more colorful than functional. Champion hollers (in mens', womens', and juniors' divisions) are usually those who make the loudest and most interesting sounds. Glenn Bolick of Lenoir, N.C., the mens' winner of 1988, explains Godwin, "had kind of a happy-time holler, to the tune of 'Rudolph, The Red-Nosed Reindeer.' He said he liked to holler around his house when he felt good." Ann Lorek of Castle Hayne, N.C., however, gave a more free-form performance when taking the womens' title. "I can't describe what she did, exactly. It sounded like she was imitating a chicken."

While gracious toward both winners, Godwin says he does miss what hollering used to sound like. "I know there are still some old-time hollers in the bayous and the back country," he offers wistfully. —Michael Rozek



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Prizes**

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CONTEST ***

"UNITED" NATIONS

**In a 19x19 grid, create a crossword containing
as many countries as possible.**

We've heard that the world has been growing smaller. This got us to wondering just how much of it might fit into a crossword grid.

Listed below are the names of the 159 members of the United Nations. The object of this contest is to fit as many of them as possible into a 19x19 grid like the one shown. Each country must be entered into consecutive squares in a row or column, one letter per square, and must read either from left to right or from top to bottom, as in a crossword or crisscross puzzle. No spaces may separate the letters in a country's name; thus the two words in a country like NEW ZEALAND must be run together, and NEWZEALAND entered in the grid. Some country names appear on the list in abbreviated form, to allow them to fit into the grid; these abbreviations, but no others, are acceptable.

If more than one country is entered in the same row or column, it must be separated from other countries in the same row or column by at least one space. No countries other than those listed on this page may be entered in the grid, and no other spellings or alternative names are acceptable. In your completed grid, no row or column may contain a set of two or more consecutive let-

ters other than ones spelling an acceptable country name; that is, your completed crossword may not contain any other words or nonwords.

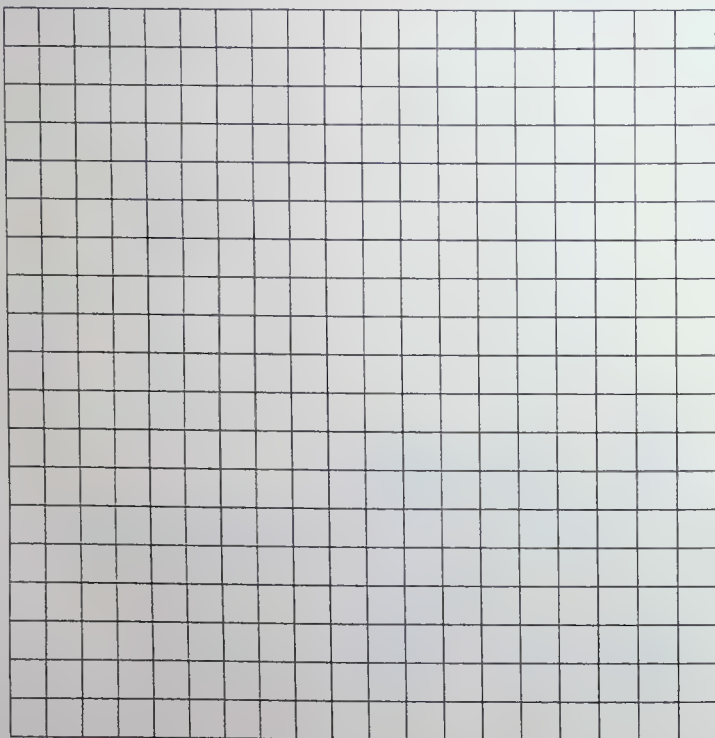
No country name may appear in your grid more than once. All the countries in your grid must be linked together, by crossing names, into a single network. Grids with separate "islands" of names are not acceptable.

Winning The winning entry will be the one that contains the most country names. Ties will be broken in favor of entries containing countries whose name lengths add up to the greatest

number of letters. (Note: This is slightly different from the total number of squares filled in the grid, since squares where names cross will count separately for each name.) Remaining ties, if any, will be broken by random draw.

Entering Send your completed grid (the one shown or a facsimile), together with your name and address, to: "United" Nations Contest, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019. Important: On the back of your envelope or postcard, you must write the number of countries in your grid, and circle it. Entries must be received by no later than August 1, 1989.

—R. Wayne Schmittberger



AFGHANISTAN
ALBANIA
ALGERIA
ANGOLA
ANTIGUA AND
BARBUDA
ARGENTINA
AUSTRALIA
AUSTRIA
BAHAMAS
BAHRAIN
BANGLADESH
BARBADOS
BELGIUM
BELIZE
BENIN
BHUTAN
BOLIVIA
BOTSWANA
BRAZIL
BRUNEI

BULGARIA
BURKINA FASO
BURMA
BURUNDI
BYELORUSSIA
CAMBODIA
CAMEROON
CANADA
CAPE VERDE
CENTRAL AFRICAN
REP
CHAD
CHILE
CHINA
COLOMBIA
COMOROS
CONGO
COSTA RICA
CUBA
CYPRUS
CZECHOSLOVAKIA

DENMARK
DJIBOUTI
DOMINICA
DOMINICAN
REPUBLIC
EAST GERMANY
ECUADOR
EGYPT
EL SALVADOR
EQUATORIAL
GUINEA
ETHIOPIA
FIJI
FINLAND
FRANCE
GABON
GAMBIA
GHANA
GREECE
GUENADA
GUATEMALA

GUINEA
GUINEA-BISSAU
GUYANA
HAITI
HONDURAS
HUNGARY
ICELAND
INDIA
INDONESIA
IRAQ
IRELAND
ISRAEL
ITALY
IVORY COAST
JAMAICA
JAPAN
JORDAN
KENYA
KUWAIT
LAOS

LEBANON
LESOTHO
LIBERIA
LIBYA
LUXEMBOURG
MADAGASCAR
MALAWI
MALAYSIA
MALDIVES
MALI
MALTA
MAURITANIA
MAURITIUS
MEXICO
MONGOLIA
MOROCCO
MOZAMBIQUE
NEPAL
NETHERLANDS
NEW ZEALAND
NICARAGUA

NIGER
NIGERIA
NORWAY
OMAN
PAKISTAN
PANAMA
PAPUA NEW
GUINEA
PARAGUAY
PERU
PHILIPPINES
POLAND
PORTUGAL
QATAR
ROMANIA
RWANDA
SAINT CHRISTO-
PHER NEV.
SAINT LUCIA
SAINT VINCENT
AND GREN.

SAMOA
SAO TOME AND
PRINCIPE
SAUDI ARABIA
SENEGAL
SEYCHELLES
SIERRA LEONE
SINGAPORE
SOLOMON
ISLANDS
SOMALIA
SOUTH AFRICA
SOUTH YEMEN
SPAIN
SRI LANKA
SUDAN
SURINAME
SWAZILAND
SWEDEN
SYRIA
TANZANIA

THAILAND
TOGO
TRINIDAD AND TOBAGO
TUNISIA
TURKEY
UGANDA
UKRAINE
USSR
UNITED ARAB EMIRATES
UNITED KINGDOM
UNITED STATES
URUGUAY
VANUATU
VENEZUELA
VIETNAM
WEST GERMANY
YEMEN
YUGOSLAVIA
ZAIRE
ZAMBIA
ZIMBABWE

Advertisement for Educational Services Teaching Cassettes. The image displays three cassette cases for French, Italian, and German, each labeled 'LANGUAGE 30'. In the foreground, a cassette case for Spanish is open, showing two audio cassettes. A price tag in the bottom right corner indicates 'ON \$14 ea.'. At the bottom, a banner asks 'Which of these 31 languages...'.

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Which of these 31 languages would you like to speak?

1232628.	Arabic	1429232.	Irish	1232800.	Spanish
1232636.	Chinese	1232727.	Italian	1232818.	Swahili
1232644.	Danish	1232735.	Japanese	1232826.	Swedish
1232651.	Dutch	1232743.	Korean	1232834.	Tagalog
1366665.	Finnish	1429224.	Latin		(Filipino)
1232669.	French	1232750.	Norwegian	1363316.	Thai
1232677.	German	1232768.	Persian	1232842.	Turkish
1232685.	Greek	1300375.	Polish	1232859.	Vietnamese
1232693.	Hebrew	1232776.	Portuguese	1516541.	Yiddish
1232701.	Hindi	1232784.	Russian	1232867.	English for
1232719.	Indonesian	1232792.	Serbo-Croatian		Spanish Speakers

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The Adventures of Clement Wyssop

THE SEARCH FOR WYSSOP ★

Those who have followed my accounts of Clement Wyssop's adventures will know that I regard him as not only the greatest explorer, scholar, and diplomat of the 23rd century, but also as a close and trusted friend. You may well imagine, therefore, my shock on tearing open the hypergram bearing my name, DR. ALFRED CURDLEMAN, and learning that my companion had contracted a dreaded called disease *narna b'tholu*—Giggling Fever.

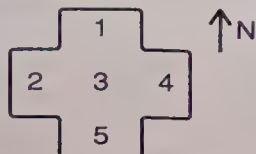
Trembling as I piloted my craft over the surface of Spica IX, the site of Wyssop's latest archeological excursion, I found at length the formation described in his last 'gram: an oval sea with three islands in an east-west row. "I am on the island Laffa," ran Wyssop's words. "The other two islands are Betha and Gammla. They are not arranged alphabetically either east-to-west or west-to-east, and the same is true if you spell their names backward."

Knowing that moments could mean the difference between life and death, I had to pick the correct island at once. Can you?

THE TRIBES OF LAFFA ★★

Laffa is shaped like a plus sign, with peninsulas extending to the four compass points. Five tribes inhabited the island, one in the center and one on each peninsula. I knew which tribe Wyssop was visiting at the time, but not which sector each tribe occupied.

A helpful villager supplied me with the following information:



1. The Bunnids lived farther north than the Frifrals, and the Frifrals lived farther west than the Nankipanks.
2. The Hivshaws inhabited one of the peninsulas, and there were no

Nankipanks on the next two peninsulas clockwise.

3. Wyssop wanted to set up a telegraph line between the Wuwus and the Frifrals, but the shortest line between them stretched over the sea and he had no suitable cable.

Once I learned this, I knew in what part of the island each tribe lived. Do you?

THE PHARAOH'S TOMB ★★★

Wyssop soon recovered his customarily robust health under my care. Together, we proceeded to his final archeological dig on Spica IX: the vault of the great Pharaoh of Laffa. Yet my spirits were soon dashed by such despair as I hope I may never again experience, for the stone over the entrance, having held steady for thousands of years, picked the very moment of our entry to fall and seal us in!

"Not luck," said Wyssop coolly. "The ancient engineers booby-trapped the vault. Maybe they rigged an escape route. Shine the light on the door."

I did so, and Wyssop read: "Curst be ye, if trespassers! Otherwise, press the two keystones to open the door. Yet beware that exactly four stones are liars."

"The keystones," said Wyssop, "must be two of the stones projecting from the walls. There's one at the center of each wall—north, south, etc.—and one at each corner—northwest, southwest, etc."

Wyssop then translated the inscriptions on the stones:

- NW: "Exactly one keystone is in a corner."
 N: "At least one keystone is a truth-teller."
 NE: "The keystones are side-by-side."
 E: "No three lying stones are side-by-side."
 SE: "At least one keystone is a liar."
 S: "Exactly two corner stones are liars."
 SW: "The longest unbroken 'row' of liars is three stones."
 W: "The keystones are both liars, or both truth-tellers."
 "Ingenious," said Wyssop. "You'll

note that the ceiling is of the same stone as the walls, but not joined to them. Doubtless pressing the wrong ones would bring it crashing down. But one must press two at once. . .

"Not to change the subject, but is it getting stuffy in here?"

"Hmm, can't tell that it is. Well then, Curdleman, if you'll take that stone, I shall press this one, and we will be out of here in a jiffy."

Which stones were the keystones? Which stones were liars and which were the truth-tellers?

THE FIVE CITIES ★★★★

Home safely, Wyssop described his findings to me before the campfire. The island's five tribes lived atop the buried remains of five cities, named Corypsia, Eglantia, Klava, Rhovan, and Stellor. Each city had come to prominence, then decayed as the next rose.

"Between the third and fourth cities came an invasion from Gammla," he told me. "The Bunnids' city, as well as Rhovan and Stellor, came before the invasion. Tomorrow we shall visit the Wuwus' city, as well as Rhovan and the fourth excavation."

"The excavations weren't done in the same order as the cities were built, were they?"

"No. The only such coincidence is that the second-oldest city was the second excavation; in fact, the first excavation was the last city (historically)."

"They tell me you excavated Rhovan just before Stellor, and that the Nankipanks' city was built just before Eglantia."

"Correct. And among Eglantia, Klava, and the Hivshaws' city, the older ruins were excavated after the younger. But among the Bunnids', the Frifrals', and Corypsia, the older were excavated before the younger. Now you should be able to tell me which ruins belong to which tribe's territory, as well as the order of their ages and excavations."

Can you?



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zines. We're the cotton balls at the top of your aspirin bottle and the liquid center of your golfball. We're the tri-glycerides in your ice cream and the red dye #5 in your shampoo. We're the growth hormones in the apples you eat. We're the fumes from the industrial solvent you clean your rugs with. We're the asbestos lining your pipes. We're the chemicals in the water you drink. We're the carbon monoxide emitted from your car. We're the oil washing up on your beach. We're inside you. We're outside you. We're everywhere you are.



WAR GAMES

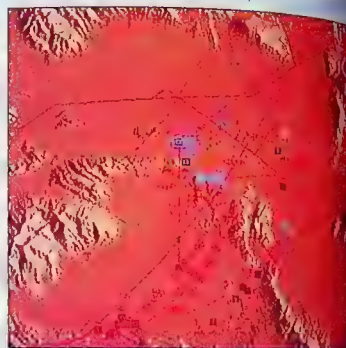
BY MICHAEL ROZEK

IT'S FIVE A.M. ON A FREEZING December night in the middle of the Mojave desert, and I'm being hurtled through the darkness in an open jeep. Sand whipped up by the wind is pelting my face like BBs; I'm desperately trying to get warm, hunkering down inside the dirty parka and fatigues I've been given for the trip. I haven't even had breakfast. But I'm supposed to be miserable. For a few

jeep's heading somewhere, but its driver, a captain, is keeping the destination secret. Around me, the blackness is eerie. I sense things moving around in the distance, but I can't see them. Every so often the jeep rushes past a checkpoint, guarded by a lone soldier in the dark. *We must be going to the front*, I figure. There, some 5,000 troops, divided into "U.S." and "Soviet" forces, in tanks and other vehicles, and backed by artillery and jet fighters, are already in action.

An hour later, with the sun just rising, we finally pull up to a sand dune and stop. Nearby, two American tanks are parked patiently, their motors grinding. While the jeep's radio bleats news of troop movements still miles away, we, too, sit and wait. "Sunrise," says the captain, a few minutes later. "The Blue [U.S.] force is attacking the Soviet force about now."

But suddenly, the silence is broken by a loud boom: an artillery shot, close by. (As with all weapons used in the exercise, only blanks are fired—but they sound real.) The tanks don't stir, though. "That's because of Soviet battle doctrine," yells the captain. "They usually follow their artillery with chemicals, so the American troops in any exercise are told to stay in their tanks once they hear fire."



It's not a video game, but a computer description of a tank assault.

Then, as the gunning picks up, there's a distant whine, which quickly grows louder, turning finally into the whoosh of two jets passing directly overhead. "That's two of theirs," screams the captain, pointing at the planes, American fighters repainted to look like Russian MIG-27s. They let go with a fusillade of 50-caliber machine gun fire. In response, a soldier pops out of a tank, holding a bazooka-like launcher, and fires a shot upward, one that in real combat might have knocked a MIG out of the sky. "Things are heating up," barks the captain, as more artillery begins rumbling in. "The jets were coming in to soften up the area. That means their tanks aren't far behind."



At Operations Center, the course of the battle is tracked.

hours, I'm in the Army—as part of a simulated combat exercise, deep inside the 1,000 desolate square miles of the National Training Center (NTC) at Fort Irwin, California, midway between Las Vegas and Los Angeles. Here, experiencing what it's like to go into battle is the whole idea.

Soldiers are accustomed to being kept in the dark by their superiors. In this simulation, it's no different. My

PHOTOGRAPHS BY JOHN HARDING

IS HELL

In the deserts of California, battles constantly rage between Soviet and American tank armies. It's not WWII, but you'd never know it.

A few minutes later, the U.S. tanks move, and we follow, looking for signs of battle. As we head into the vast desert, the captain shouts that the endlessly sprawling acreage is meant to simulate the land mass of Eastern Europe. It's where Army planners think the next big war could happen, especially now that the U.S. has removed many of its missiles from the region. It's a place where our forces would go up against more than a million troops sitting on the edge of Western Europe.

And then, in a terrifying moment, I think I *am* in Eastern Europe. Emerging right before us are a group of "Soviet" tanks, painted a threatening gray and bearing red stars, speeding to the north.

"Battle's over," says the captain. "They've broken through our lines."



A noncombatant journalist bundles up against the morning chill.

Looks like we've lost a lot of tanks, for them to get this far."

It might be a war game, but to a non-veteran like me, it's starting to look—and feel—sickeningly like the real thing.

"THE ACTION OUT HERE," agrees Capt. Mark Dutton, one of the officers in charge of taking reporters out into the war games at Fort Irwin, "is the closest thing to combat you can experience without actually being in it. And it's also the most realistic the Army's ever conducted." (Since World War II, Army troops have played war games at a variety of other sites in the U.S. and Europe.) At this, Dutton, a Vietnam vet, pauses. "You don't see death, of course," he adds. "But you feel what people call 'the fog of war.' When things get going out here, there's an intense confusion—more intense than in New York City at rush hour."

And that's exactly the way the top brass at Fort Irwin wants it. Since 1981, when the Army installed its "national training center" and began regularly running its "heavy," or first-line, combat forces through it for war games training, close to 800,000 soldiers have known its rigors, getting invaluable preparation for battle in

the process.

"When it comes to training troops, and the logistics of staging a battle, the Mojave is ideal," explains Major John Wagstaffe, another Fort Irwin public relations officer. "It isn't totally flat, and there are rock formations to use for cover, so it replicates a lot of other



At sunrise, tanks (here and below) advance to combat.

topographies. Yet, the expanse of it lets you see how your people can move, and gives you plenty of room to maneuver them." And they need the room. Wagstaffe notes that while a battalion of soldiers in World War II only needed about 400 acres to operate in, today's Army typically covers 10,000 acres.

But what really makes the exercises at Fort Irwin effective training experiences—and so real—is their complexity as games. "You can't make a move without running into a rule,

fitting into a game situation, or actually scoring," says Wagstaffe, with a glee akin to a chessmaster's.

IF YOU REALLY WANTED TO play war, you'd first need to assemble a lot of people, vehicles, guns, ammo, and technology. The Army's war game planners are no different: each year, they spend \$84 million just to equip the board at Fort Irwin with the right pieces.

First, there's the enemy. Called OPFOR, for "opposing force," it's a permanent unit of Army regulars stationed at the base expressly to "fight" against the brigades of 3,500 soldiers that pass through for regular



Tank commander Lt. Eric Turner of the American Blue Force.

runs of mock combat. Staying on duty for tours for as long as four years, the OPFOR soldiers are trained during a two-week indoctrination course developed by Army intelligence to react like Soviets. And they're even uniformed as Warsaw Pact troops, sporting black berets capped with red stars. "Tactically, they're taught to act like the finest Soviet motorized regiments," says Wagstaffe.

Now and then, the American soldiers pitted against them see red. "They flip us the bird and things like that," one OPFOR regular recently told a writer for Army magazine. "Sometimes I want to walk up and show them my ID card and say that we're on the same side. [And sometimes in] battle, some Blue Force soldiers come by handing out these cards that say something like 'You've just had your butt shot off by so-and-so.' . . . They [can be] real jerks about it." In turn, as one OPFOR com-

mander, summing up his troops' position, says, "Our mission is to be a very uncooperative opponent."

Both OPFOR and Blue Force troops are kept in the field for ten days at a time, often fighting day and night, so it's no wonder they get a little testy. Throw in the desert's summer heat, winter cold, and year-round winds, and they're even more uncomfortable—an element of gritty reality that military planners love.

Then there's the hardware used by both sides in the battles. "In any two-week exercise," says Dutton, "we'll have around 1,100 vehicles—tanks, personnel carriers, and other types—in combat." Squadrons of jets, helicopters, and artillery support the tank-based forces, whose soldiers carry missile launchers and light weapons—all shooting blanks, of course. To add to the realism, teams of neutral soldiers man smoke generators mounted on trucks, and ride throughout the combat areas spewing haze. While U.S. troops employ standard issue equipment, OPFOR tanks and trucks are "visually modified" with false fiberglass fronts and different paint schemes made to simulate Soviet gear. It's even rumored that the Army throws in some real Russian tanks, accumulated from surplus dealers after the Arab-Israeli War.

By now, though, you probably have a nagging question. Since the games at the NTC don't employ any live ammunition (and no, troops aren't allowed to cold cock or wrestle each other; they're still all American soldiers) how are points actually scored—and battles won or lost?

The answer is lasers. In a set-up known as MILES (Multiple Integrated Laser Engagement System), which the Army spent an estimated \$100 million to develop, the soldiers, tanks, trucks, and armored vehicles used in the NTC battles are equipped with sensors that register when they're hit by a laser beam. And in turn, every small arms

Uniformed as Warsaw Pact troops, the "enemy" soldiers are taught to act like the finest Soviet motorized regiments.

weapon and tank gun employed in the conflicts shoots a laser beam that "kills" soldiers or "destroys" weapons in their range.

"Let's say a Soviet tank fires at an American tank," explains Dutton. "If the beam it shoots hits the U.S. tank's sensor (a small black box), a yellow



Heading home is an OPFOR tank force "destroyed" by the Blue Force.

strobe light goes off on the tank, which signifies it's out of the battle." Similarly, if a soldier's sensor, mounted on a strap he wears, is zapped by a laser beam, a loud buzzer inside the box goes off—and he's permanently "killed." "The soldier can only shut off the noise with a special key," says Dutton, "and using the key turns off his own gun, putting him effectively out of action."

As a result, says Wagstaffe, the



"Soviet" soldiers like these are Army regulars.

games gain a crucial measure of synchronization. "In the old days," he explains, "soldiers would argue with observers who had said they'd been hit, and disputes kept coming up. You had these 'I'm not dead,' 'You are so' arguments, like when little kids play war. MILES puts an end to that." At the same time, however, about 100 live observers dot a game battlefield during the action. And when they're not taking notes on how the troops are responding to battle conditions—the whole point of the games, after all—they're umpiring "hits" not covered by the MILES: tanks hitting simulated land mines, and the impact of blank artillery and aircraft fire.

Meantime, throughout Fort Irwin's 640,000 acres, 44 solar-powered relay stations, each linked to the MILES system, are automatically sending the data they track—types of vehicles hit, types of weapons and number of rounds fired, and a host of other statistics—back to a central computer. Senior officers directing the war games can follow the conflict blow-by-blow, as well as direct its progress, over color imaging screens looking not unlike video games. In addition, eight mobile units roam the battlefield taking live video footage of the action, which is both simultaneously reviewed at the command post and taped for later analysis—as is all the in-battle radio communication between units.

The result? Fort Irwin's brass has an almost spooky control of what happens during the war games—and the ability to use it later as a learning tool. "Afterward," says Wagstaffe, "we don't talk with the troops about who won. The results are sanitized, so no one knows which units did better than

others. Instead, we talk about why things happened—and why they should or shouldn't happen again. That's why we're here: to teach something."

Like real wars throughout history, the NTC war games are rooted in strategy: the kind Von Clausewitz wrote about and George

Patton practiced.

The game always starts the same way: with the American troops at a 3:1 disadvantage, and on the defense against Russian attack. "That's the way it'll likely shake out if there is a battle in Eastern Europe," says Dutton, "so, because we want our troops to be prepared to outmaneuver those kinds of numbers, we put them 'in the hole' here, too." (If that ratio gives you the willies, you may feel better knowing NATO still possesses nuclear weapons as a deterrent. Plus, says Dutton, displaying pride in his men, "The OPFOR forces are a lot better than the Soviet army.")

As a result of these built-in disadvantages, the Blue Forces at Fort Irwin lose a lot of battles. But in losing, they learn how to win—even when they're outnumbered. "One way the OPFOR troops can beat the Blue Force," says Dutton, "is by their reconnaissance. The Blue troops will set up their lines of defense, but when the Soviets know where they have strong and weak points, they'll just head for the seams." (This is why the battle I saw ended so quickly.)

Yet, adds Dutton, good Blue advance scouting—telling its forces where to aim their artillery—can blow up a Soviet charge, even before it manages to hit Blue's weak spots. "The key for Blue," he says, "is

to destroy the OPFOR's momentum and break up their mass."

If that were so easy, though, there wouldn't need to be a Fort Irwin. The day I watched a battle there, I talked with a Blue tank squadron that had been overrun by rampaging Soviet tanks. With their tanks' yellow lights flashing, they sat balefully on the sands nearby, waiting for an observer to come by and record they'd all been ... well, killed.

"The Russian tanks just fired faster than we did," lamented 2nd Lt. Eric Turner, a 23-year-old tank commander. "And they really did their reconnaissance—they hit us at a spot where we were really outnumbered."

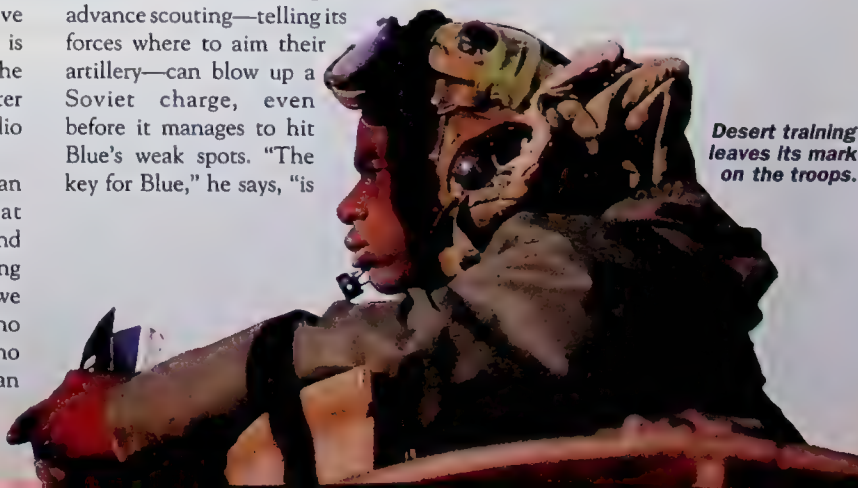
"I'm stunned," admitted 24-year-old Edwin Ramos, a sergeant in another tank. "I thought we'd have more support. The battalions that were supposed to come never did. I guess now I know why, though—they were overrun, too."

Tim Strange, a 23-year-old lieutenant, spoke for the group: "You really learn from an experience like this. For example, we came up on high ground so we could see better—but coming upon high ground is what made us vulnerable to attack. Next time, we'll make that kind of decision a lot more deliberately."

As I was walking away to my jeep, Lt. Turner called out to me to make one more point. "Just because we got killed," he yelled, defiantly, "doesn't mean we made it any easier for them."

The next day, the war at Fort Irwin went on. □

Michael Rozek is a frequent contributor to GAMES.



Desert training leaves its mark on the troops.

HIGH ANXIETY

A Riveting

Some New Yorkers get annoyed every time another new building chokes the sidewalks of Manhattan. But when an apartment began to go up across the street from Alfred Gescheidt, he positively snapped. About 5,000 photos. Gescheidt is a professional photographer, and as the luxury high-rise rose over a three-year period, he took pictures of it every day. We've selected 17 shots, showing stages of construction from start to finish—but we've placed them out of order. So, put on your hard hats and try arranging them in their correct sequence.

ANSWER, PAGE 57



Time Sequence Puzzle by Alfred Gescheidt



DRIVEN TO DISTRACTION

CALL OUR BLUFF
TAKES YOU FOR A RIDE

BY NEIL STEINBERG ★★

The old pile of junk rattled and sputtered to a stop in the vicinity of the curb and who should emerge but Jeremy Piltown, that sultan of sham. When we cautioned Jeremy that he probably shouldn't be driving such a beat-up old deathtrap, he stiffened and announced grandly that his car was no less than a 1961 Martin Masquerader, a high-performance luxury car designed to look like a jalopy to protect the identity of its wealthy and powerful owners. We didn't believe him for a moment, but we had a harder time deciding which of the other cars he described to us ever came off the assembly line. Can you separate the real production automobiles below from the products of Jeremy's fancy?

ANSWERS, PAGE 56

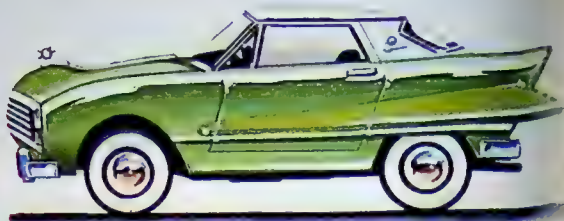


Tiger

▲ Messerschmidt, the German company that began manufacturing the Tiger in 1953, was the same company that produced fighter planes during World War II. Their planes and cars shared some characteristics: To get in, the driver had to open an airplane-like canopy, and once inside he steered with handlebars, while the passenger sat directly behind him. Like a fighter plane, the Tiger had only three wheels, at least until 1955, when Messerschmidt added a fourth wheel. For some reason, the fourth wheel made the model do a nose dive in popularity, and the Tiger was phased out in 1962.

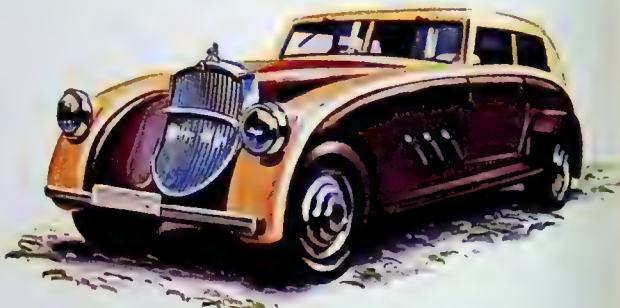
Amphicar

► Most cars have the tendency to sink if, say, you drive them off a pier. But not the Amphicar. Created by Hanns Trippel, who designed amphibious landing craft in World War II, the car/boat had top speeds of 72 miles per hour on land and, powered by a pair of screws at the rear, 7.5 knots in water. The convertible sold for five years, between 1962 and 1967, but was done in by American safety regulations that frowned on one of the Amphicar's slight flaws: When acting as a boat, it tended to sink in rough weather.



Sputnik

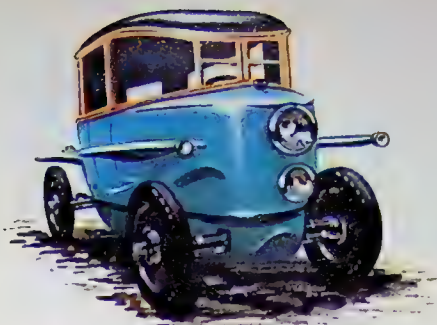
▲ In the late 1950s, Americans' fascination with space and spaceships was reflected in their cars. Remember rocket-like fins and names like Galaxy and Comet? But we weren't alone. In 1958, the Soviet car manufacturer Kalishnikov introduced its own tribute to the Space Age, the Sputnik. Along the side of the car ran fins like those on a booster rocket. The bulbous "payload" at the front of the car resembled the Sputnik satellite, a replica of which served as the hood ornament. The car's top speed, however, was a less-than-celestial 53 m.p.h.



Zeppelin

▲ The problem with running a zeppelin engine factory in Germany in the 1930s was that there wasn't exactly a steady demand for new zeppelin engines. To fill the time between engine orders, the factory began constructing an automobile named, not surprisingly, the Zeppelin. Like the airship, the Zeppelin was huge, with a seven-foot hood, a three-foot-wide radiator, and a wheelbase of 12 feet. The car weighed over three tons and had a V-12 engine and eight forward speeds. For a time it was acclaimed the "Rolls Royce of Germany"; but, like the airship, the automotive Zeppelin soon drifted from the scene.





Trojan 200

▼ Innovative doors always seem to gain a car notice. But while gullwing doors enhanced the legendary Mercedes 300SL sportscar, a single door on the front of the Trojan 200 only made the spherical little British runabout seem weirder than it already was. Not only did driver and passenger enter through the front, but once inside they were propelled along by an engine no larger than that of a riding lawnmower.



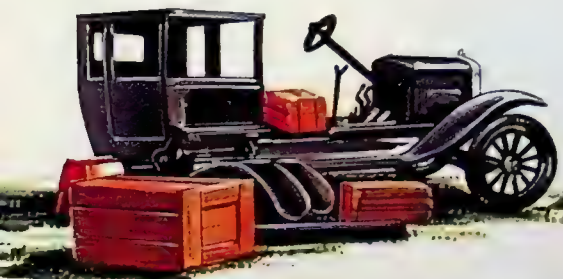
Pathfinder

◀ The 1949 Tucker Torpedo, with its single center headlight, was only one of many cars in the late 1940s that tried to distinguish themselves with strange lighting systems. The 1949 Kaiser Broadway had a strip of headlights—eight of them—throwing blinding daylight in front of the four-door sedan. But odder still was the 1949 Pontiac Pathfinder. It had headlights in both the front and back; the rear would blaze on whenever the car was put in reverse.



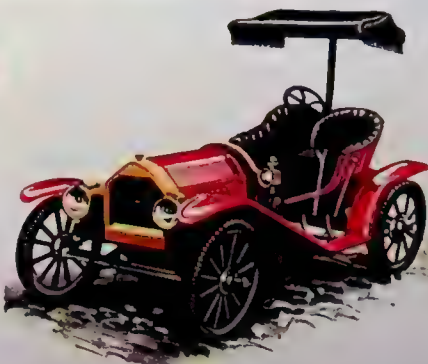
Model S

▼ When people think of failed Fords, usually the Edsel comes to mind. But Ford had another humiliating, though lesser-known, failure: the Model S. Premiered in 1922 as a car for those too frugal to buy the Model T, the S was a Model T in kit form, deliverable anywhere in the U.S., via the U.S. Mail, for \$195. Because few people felt themselves handy enough to take on the task of assembling a car, few Model S's were sold, and only one survives today, on display in Ford's Greenfield Village in Dearborn, Michigan.



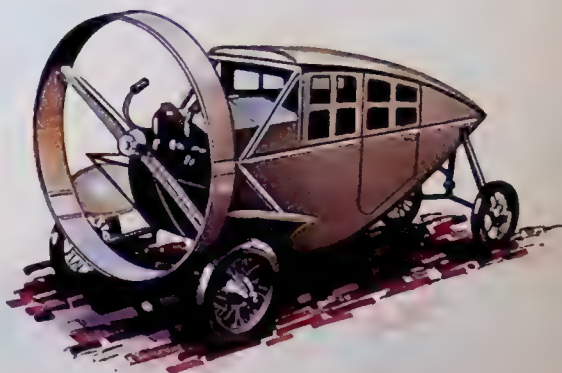
Brush Runabout

► By 1910, when this little Brush Runabout came on the scene, most car makers had settled on the kind of folding accordion roofs found on Model Ts. Not Alanson P. Brush, who had previously designed the first Cadillac. His car was available with a sporty parasol for a roof, complete with fringed edge.



Leyat

▲ Marcel Leyat's work for the Astra aeronautical company in France left its mark on him after he quit the company to manufacture his own car. The eponymous Leyat, produced for several years in the early 1920s, had an engine that powered not the wheels, but a giant propeller, which pulled the car along—once at over 100 m.p.h. at a test at the Monthery Autodrome, or so the factory claimed. The Leyat also had the distinction of a separate brake pedal for each wheel.



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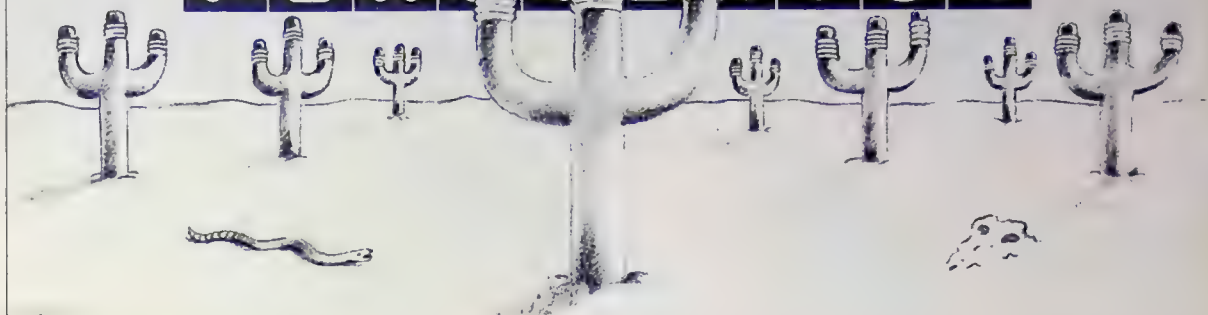
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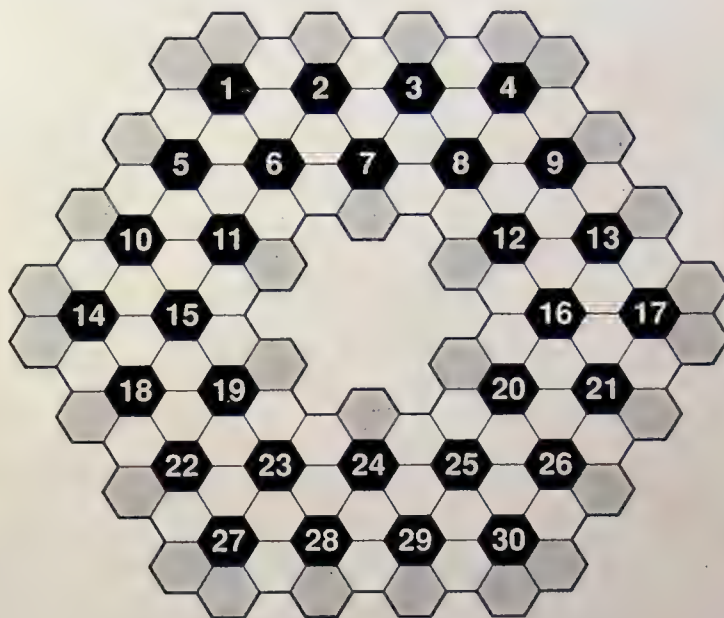
HONEYCOMB ★★

BY DON HENDERSON

The answer to each of the clues below is a six-letter word whose letters are to be entered in the hexagons surrounding the corresponding number in the grid. By comparing adjacent answers, you should be able to tell in which hexagon each starts, and whether each reads clockwise or counterclock-

wise. When the grid is completed, the letters in the outer shaded hexagons, beginning with the letter over number 1 and proceeding clockwise, will complete the dialogue begun below the grid. The inner shaded hexagons, reading clockwise, will spell where the conversation took place.

ANSWER, PAGE 58



"What a nice sunny day!" said Mrs. Bee....

CLUES

- | | | | |
|----------------------------------|---|---|-------------------------|
| 1 Digestion-aiding protein | 8 Say "There, there" | 16 Larry, Curly, or Moe | 24 Biological classes |
| 2 Third-prize medal metal | 9 Angel | 17 Regular TV show | 25 Highway surfacers |
| 3 <i>Spaceballs</i> director Mel | 10 Ordering of patients at an army hospital | 18 More than strict | 26 Vietnam weapon |
| 4 Fit for eating on the kibbutz | 11 Roosevelt and Ruxpin | 19 Gotten out of bed | 27 Aggie, taw, or mib |
| 5 MBA or PhD | 12 Prairie squirrel | 20 Local dialect | 28 Sailors |
| 6 Talked on and on—like bees? | 13 More sizable | 21 Bleachers | 29 Moviemaker Spielberg |
| 7 Public speaker | 14 Electricians, at times | 22 Cheater's dozen? | 30 Small suitcase |
| | 15 Withstand | 23 Household (<i>à trois</i> , <i>peut-être</i> ?) | |

MOONSTRUCK ★

BY LOU KESTEN

A Lunar Word Search

It was 20 years ago—on July 20, 1969—that humans first set foot on the moon. That was “one small step for a man,” and now this is one giant challenge for word search solvers. Hidden in the outline of Neil Armstrong and the flag he planted

on the moon are 35 words and phrases relating to the historic moon landing. As usual, the answers run horizontally, vertically, and diagonally, but always in straight lines. How many of them can you find?

ANSWER, PAGE 58

ANSWER, PAGE 58

F O R Y
A R T S U D C P O I N S P
O N N L O C B I I T E I
N I U C O L K R R I A A
O C K N A L S H L S O D G A
V O A A S T R O N A U T L U N A R M O D U L E
M M N W O D H S A L P S G M E P R X O E A
M E C A E P N I E M A C E W A B I S I E D
R T T S E A O F T R A N Q U I L I T Y
A E E H M I S S I O N E F A M D
O E O O G N A T F N I M T E
H N R C N E F I P V N
T O R O O S T O A N N
R I N M R L E E E R E
Y D T M T A L T L U K
S O A S N D I T T E
N M D L N A P
D R E L A S A
M A R E I E C
O E M T G T R
D U H A E I A
L U E I S N K V T
E C L L O N C R E
A M E O A O R
V E U I R T S R S
T F N I C X O A N

(Edwin "Buzz") ALDRIN

CRATERS

LUNAR MODULE

ROCKET

APOLLO XI

(Walter) CRONKITE

METEOROIDS

ROCKS

(Neil) ARMSTRONG

DUST

MISSION

SATELLITE

ASTRONAUT.

EAGLE

MOON

SATURN V

CAMERA

FLAG

NASA

SEA OF TRANQUILITY

CAPE KENNEDY

FUEL

"ONE GIANT LEAP FOR.

SPLASHDOWN

(Michael) COLLINS

HELMET

MANKIND"

TANG

COLUMBIA

LANDER

OREIT

VACUUM

COMMAND MODULE

LAUNCH

REENTRY

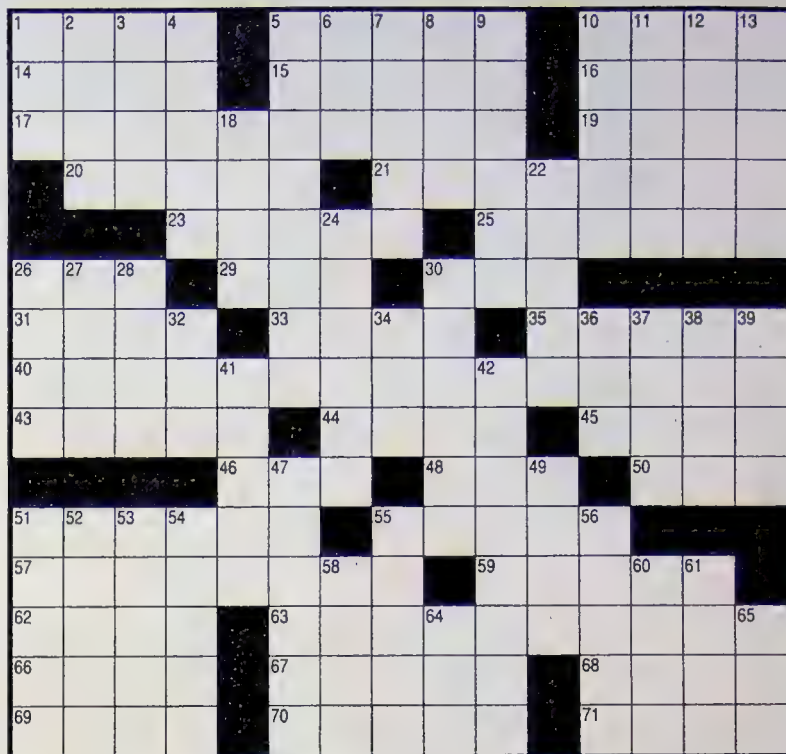
"WE CAME IN PEACE..."

ACROSS

- 1 Atlas features
- 5 On the ____ (over ice)
- 10 Two Years Before the ____
- 14 Old woman's home, in rhyme
- 15 Hang around in anticipation
- 16 Funnyman Johnson
- 17 1964 James Bond flick
- 19 Disney film set inside a computer
- 20 Long (for)
- 21 Landlords, when their tenants don't pay
- 23 "Impossible!" 2 wds.
- 25 Big adventurer Herman
- 26 Show ____ (Hollywood goings-on)
- 29 Toothpaste type
- 30 Dover's state: Abbr.
- 31 Finished
- 33 Healthful hand cream ingredient
- 35 Fragrant spring flower
- 40 You can eat anything if you have this: 2 wds.
- 43 First few chips in the kitty
- 44 Great Salt Lake's state
- 45 Funeral fire
- 46 Toward the stern
- 48 Back talk
- 50 Dr. Ruth's subject
- 51 Ex-Defense Secretary Weinberger
- 55 Type of poker where you can really lose your shirt
- 57 Move to a new area
- 59 Exams
- 62 In current condition: 2 wds.
- 63 Poisonous snake
- 66 Seaver and Selleck
- 67 Stand up
- 68 Edison's middle name
- 69 Dueling sword
- 70 Hard-to-remove spot
- 71 Intrusive plant

DOWN

- 1 Chinese food additive, for short
- 2 "____, matey!" (sailor's cry)
- 3 Fishing rod
- 4 Family car
- 5 Galoshes, slickers, etc.
- 6 Possess
- 7 Sly
- 8 Chicken ____ (buttery entrée)
- 9 Zebra feature
- 10 Photo finish
- 11 One-way sign shape
- 12 Boutique
- 13 Past, present, or future



ANSWER, PAGE 58

- | | | | |
|------------------------------|------------------------------|--------------------------------|--------------------|
| 18 Tadpole, when grown | 28 Exciting flavor | 39 Rice, wheat, or corn cereal | 53 Slippery goo |
| 22 Pablo Casals's instrument | 30 Purify, as sea water | 41 Author Asimov | 54 Sheriff's group |
| 24 100%, as effort | 32 Highway: Abbr. | 42 Baker's dozen | 55 Old photo tint |
| 26 ____ Raton, Florida | 34 Toronto's province: Abbr. | 47 Noisy brawl | 56 "Hogwash!" |
| 27 Tennis great Lendl | 36 Devilish little guy | 49 Wharf | 58 Legal wrong |
| | 37 Puts down | 51 Box to ship fruit in | 60 The "T" in TV |
| | 38 Land unit | 52 Man of fables | 61 Rescue |
| | | | 64 Greek letter |
| | | | 65 Mom's hubby |

GET ON THE STICK ★

BY ANDREA CARLA MICHAELS

You'll need a little stick-to-itiveness to solve this puzzle. The answer to each clue below is a word ending with -STICK. For example, the clue "Twig-like insect" would lead to the answer

WALKINGSTICK, while "Violin bow" would be FIDDLESTICK. If you find any of the clues a bit sticky, you'll find all the answers in the back of the magazine.

ANSWERS, PAGE 57

- | | |
|-----------------------------------|---------------------------------------|
| 1. Jack jumped over one _____ | 8. Prop for Ringo Starr _____ |
| 2. Chinese eating utensil _____ | 9. It's used to check the oil _____ |
| 3. Woman's makeup item _____ | 10. Like Teflon coating _____ |
| 4. 36-inch measuring device _____ | 11. Policeman's club _____ |
| 5. What a witch rides _____ | 12. Sesame or rye dinner item _____ |
| 6. Arcade game controller _____ | 13. Fire-starting strip of wood _____ |
| 7. Physical comedy style _____ | 14. Lip balm brand _____ |

Hidden in each box on this page are five words—four related objects or names, plus a fifth word that identifies what the other four have in common. Each word is divided into five parts and concealed sequentially from left to right in consecutive columns. For example, one of the words in box #1 is ORANGE, with the letters OR in the first column, A in the second, N in the

third, G in the fourth, and E in the fifth. The category, FRUIT, is similarly concealed in left-to-right fashion. Now see if you can find the three remaining fruits. Then try the other boxes on your own. You may cross out squares as you solve, because each will be used only once.

ANSWERS, PAGE 55

CH	~~/~~	~~/~~	N	~~/~~
B	U	~~/~~	R	~~/~~
~~/~~	E	A	QU	A
~~/~~	AN	M	~~/~~	Y
K	~~/~~	R	~~/~~	AT

D	O	AM	Y	LD
J	ET	E	RA	Z
E	I	W	ON	ST
T	E	H	A	L
AM	M	P	E	D

BE	A	OD	E	O
P	G	R	I	Y
PA	O	RC	L	L
M	AI	H	BO	VE
H	E	E	D	E

1. FRUIT
ORANGE
2. _____
3. _____

CO	L	T	L	R
M	T	A	K	UM
Y	E	V	A	EL
SI	I	TR	E	T
N	B	C	I	L

WH	O	EN	N	Y
E	R	T	O	E
MA	V	IS	S	OR
IN	I	R	NE	N
M	D	CO	T	I

4. _____
5. _____

F	IT	E	O	E
A	E	I	N	S
R	T	EA	C	M
CH	L	C	OO	NE
S	OS	R	R	P

R	OL	U	M	Y
D	R	CH	A	D
CU	O	B	NC	E
DR	U	RE	L	R
P	A	L	N	A

E	S	D	B	R
DE	E	S	I	O
S	C	R	IN	RT
P	HE	L	E	G
J	UD	LA	L	ET

6. _____
7. _____
8. _____

HOW SWEET! ★★

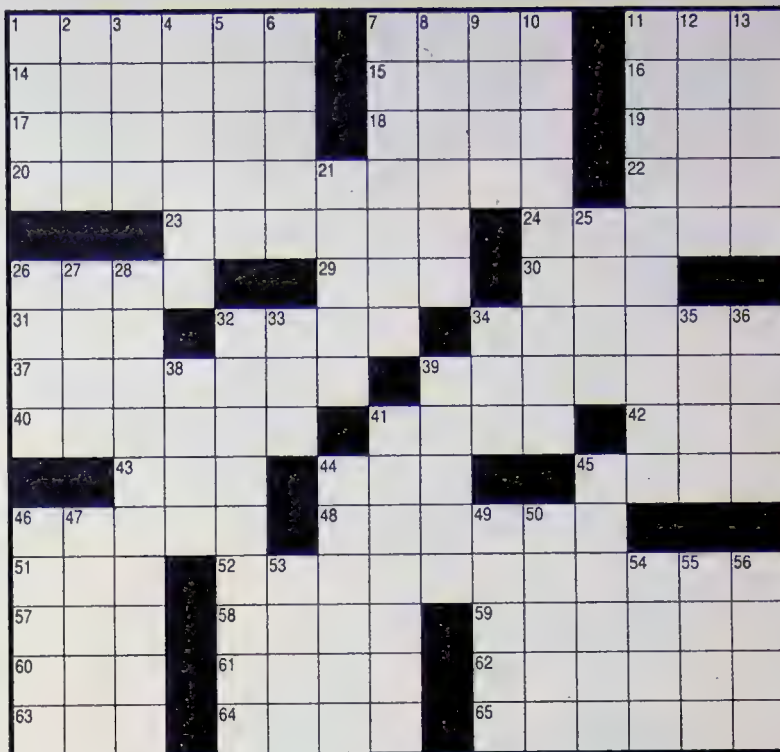
BY MARGARET RIGBY

ACROSS

- 1 Stop, as a subscription
- 7 "How ___ the little busy bee..."
- 11 Cookie container
- 14 Peter of *Lawrence of Arabia*
- 15 Ending for "buck"
- 16 Let sit, as wine
- 17 The "A" in A-bomb
- 18 Eatery sign
- 19 Prefix with fit, fire, or file
- 20 Win first prize, so to speak: 3 wds.
- 22 Hit B'way sign
- 23 Brimmed with activity
- 24 Triangular street sign
- 26 Plumb crazy
- 30 Muir or Calabash
- 31 Timetable abbr.
- 32 Dumbo's "wings"
- 34 In balance
- 37 Vegas casino ___ Palace
- 39 Indianan
- 40 Slip by
- 41 Pillow filler
- 42 Mineral source
- 43 "Merry month"
- 44 London's "big timer"
- 45 TV problem up north?
- 46 Toyota model
- 48 Woodwind musician
- 51 Baton Rouge campus
- 52 Made more palatable
- 57 Channels 14 and up
- 58 High school exam, for short
- 59 Connected by computer: 2 wds.
- 60 Gridiron official
- 61 Concerning, legally: 2 wds.
- 62 Joan of Arc, ___ Orleans: 2 wds.
- 63 Fourth year students: Abbr.
- 64 Chows down
- 65 Mr. Hemingway

DOWN

- 1 Parka or slicker
- 2 "___ boy!"
- 3 Alcove
- 4 Regain consciousness: 2 wds
- 5 Upper crust
- 6 *Café con* ___ (coffee with milk)
- 7 The Rockettes, for example
- 8 Mountain nymphs
- 9 Conned
- 10 Lovers' holiday
- 11 Informal performance: 2 wds
- 12 "I want ___ just like...": 2 wds.
- 13 Put in a new lawn
- 21 Asian rulers
- 25 Eye part
- 26 Queen Anne's, for one
- 27 Evangelist Roberts



ANSWER, PAGE 55

- 28 Sissies: 2 wds.
- 32 Simple: 3 wds
- 33 '50s series *You ___ There*
- 34 "___, right in the kisser!"
- 35 Architect Saarinen
- 36 Actress Barrymore
- 38 Practice with Mike Tyson
- 39 Kind of card or guard
- 41 Pre-election events
- 44 *African Queen* skipper
- 45 Yalta Conference host
- 46 Speaks drunkenly
- 47 Theater seater
- 49 "Ready or not, here ___": 2 wds.
- 50 Submarine gadget
- 53 Annapolis inst.
- 54 Ebb or neap
- 55 Baseball's Slaughter
- 56 Adroit

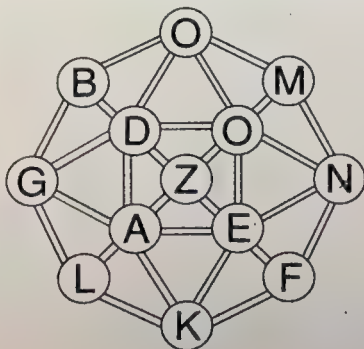
TRAIL-BLAZING ★★

BY GEORGE BREDEHORN

How many words of three or more letters containing the letter Z can you spell out in the grid below? You may start anywhere and move from letter to letter along the paths, but don't cross or retrace your path within a word. Only uncapitalized words

are permitted. A score of 9 answers is good; 12 is excellent. Our solution lists 15 common words and one slightly less familiar word found mainly in crosswords.

ANSWERS, PAGE 60



_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

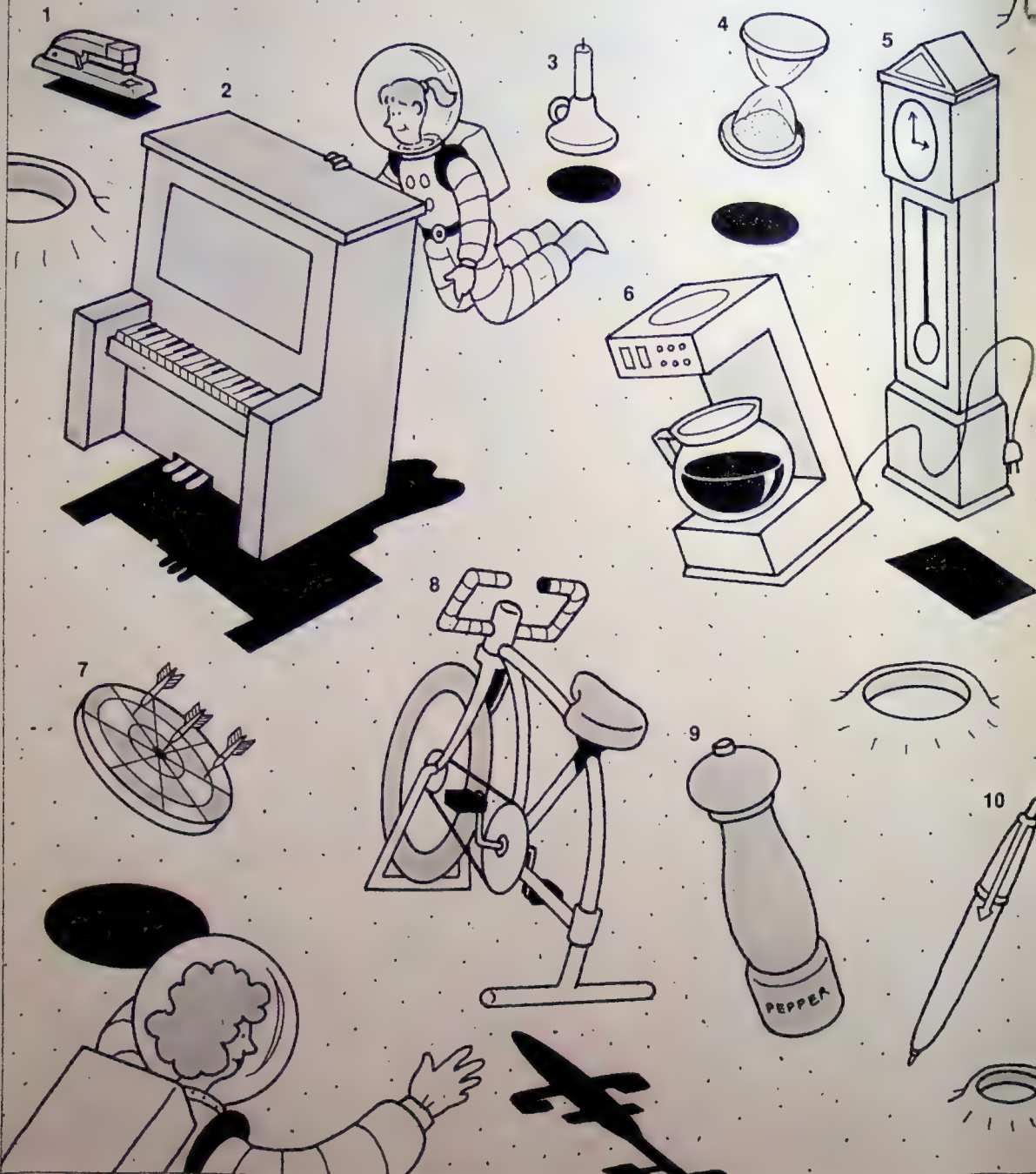
FLOATING STOCK ★★

The year is 2189, and space technology has moved on apace. Space resorts are opening up everywhere, for that once-in-a-lifetime get-away-from-it-all vacation, with their garish neon signs lighting up the vast expanses of the void.

Here we see a typical family preparing to pack their space-station-wagon for the long trek out to the Milky Way Motel, where they have booked a stay. They have laid out what they

want, or think they may need, during the month-long journey. Can you help them pack their bags, bearing in mind that there will be no gravity in the space-wagon during the journey? Just determine which items pictured on these two pages would function properly in a weightless, zero-gravity atmosphere. You should have room for about a third of the things.

ANSWERS, PAGE 88





Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one

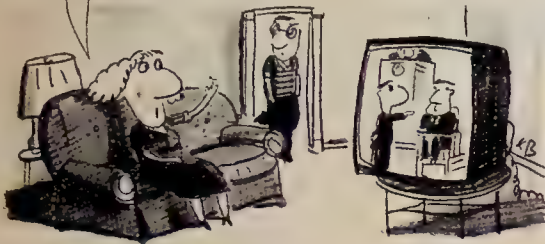
cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWER, PAGE 55

1. CRYPTOON

VZFR IGMVW! OJR VZGEYR
OJPO AMA KZ HPAYS ZT
"OJR *TRCYSCRA *BPFR"
MK TZC ZT "AMQZXVR
*VZGXO!"



2. QUITE A LIKENESS

"FCQNQ PL K NQKLHE
ZQHSDQ DHHS FCQ JKR
FCQR UH. FCQ AKGQ HEQ
JQKNL CKL TQQE
QKNEQU FCNHMXX
ZQNLQOQNKEGQ." — *KD
*CPNLGCAQDU

3. SO LONG, AGO

LYK LKIG "PAAS-MDK" RWV
KLDGANAPBEWNND
RYBLLNKS SARZ UIAG LYK
AZK-LBGK UWIKRKNN
"PAS MK RBLY DK."

4. SIMPLE DEDUCTION

*YUTKWBQA, TEDJFXFXN
TJHVG NKDLT, VTWWY
*SDVYBX, "VUTKT'Y DX
CXOTKUDXOTO
CXOTKVDATK CXOTKIBBV—
CXOTKYVDXO?"

5. COUNTDOWN

SCMP-HEXZ ZPMCPGPZ
PFEPZH SJOZ-HEXZ
EVPXEPZ, HPPH *EZC-
*HEXZ YCLEOZP, VXEPH
CEH EGJ HEXZH, ACMPH
CE JFP HEXZ.

6. GLUG, GLUG

TVHTXRW TXKBNXN JTMJ
CFZ-JXTDCTCX WTGNNG
JXTGXNI FHX JZRPPRCDBM,
XFFU TIREN, ZNCX IFZC
XKN IGTRC.

7. ENVIRONMENTAL WARNING

LHZMP PHZZV MHZMI,
PDVMG WZQYL HMRZV,
OQLAP BCIZP KQPMF
DRDYZ FMGZH FMPZH,
VDQYL *ZMHPA AMKDT.

TIPS AND CLUES

Cipher 1: Compare ciphertext OJPO and OJR. These are likely to represent the common words THAT and THE.
Cipher 2: The one-letter word is A, making the first name of the quotation's speaker a good bet to be AL. Bonus hint: Note the distinctive letter pattern of ciphertext ZQHSDQ.
Cipher 3: Ciphertext K, appearing 12 times (7 times as a last or next-to-last letter), is likely to be an E.
Cipher 4: A single letter following an apostrophe is usually an S. Ciphertext ZP and PZ, appearing a total of five times, represent the common reversed bigrams RE and ER.
Cipher 5: Note the unusual ciphertext pattern WTGNNG. The doubled N represents E.
Cipher 6: The five vowels A, E, I, O, and U are represented by B, D, M, O, and Z, though not necessarily in that order.

Cipher 7: The five vowels A, E, I, O, and U are represented by B, D, M, O, and Z, though not necessarily in that order.

PENCILWISE

PLUS

GAMES
DELUXE

Editor: Will Shortz • Associate Editor: Mike Shenk

THE SPIRAL

By Will Shortz

★★

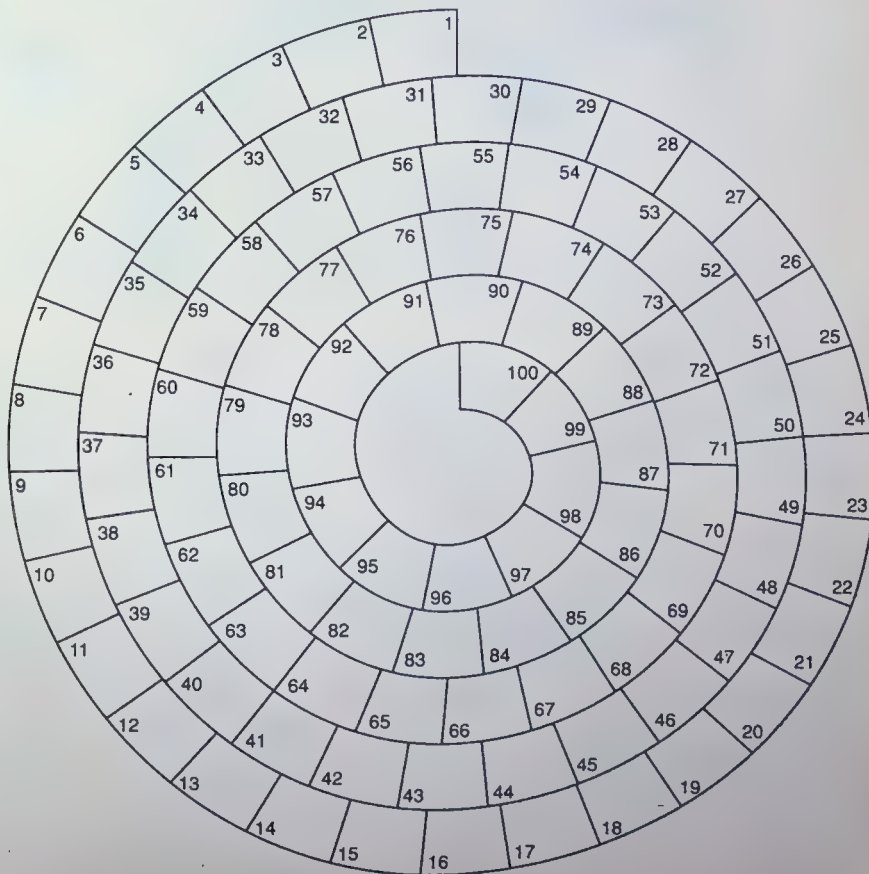
This puzzle turns in two directions. The spiral's Inward clues yield a sequence of words to be entered counterclockwise in the spaces from 1 to 100. The Outward clues yield a different set of words to be entered clockwise from 100 back to 1. Fill in the answers, one letter per space, according to the numbers beside the clues. Keep track of which way you're going and have many happy returns.

INWARD

- 1-7 Shortstop or third baseman, e.g.
- 8-14 Dirty, run-down building
- 15-22 Hyatt competitor
- 23-27 Primitive calculators
- 28-34 What Ivan or Nicholas ruled over
- 35-41 Health setback
- 42-46 Perfectly clear
- 47-55 Sale item at the clothier
- 56-62 Voting "nay"
- 63-67 Artless
- 68-72 "She loves me, she loves me not" flower
- 73-78 Los ____, New Mexico
- 79-89 Surpassed in competition
- 90-94 Belly button
- 95-100 Atlantic City resort

OUTWARD

- 100-93 "Pro" or "nounce," in "pronounce"
- 92-85 Backup singer for Martha in '60s pop
- 84-77 Musical prodigy
- 76-69 Its capital is Kuala Lumpur
- 68-61 Nonconformists
- 60-54 Honeymooners' mecca
- 53-49 German-made pistol
- 48-40 Twits
- 39-33 Sicily's capital
- 32-26 Like emergency measures
- 25-18 Slaughterhouse
- 17-11 Fortification elevation
- 10-5 ____ and feathered
- 4-1 Explorer Ericson

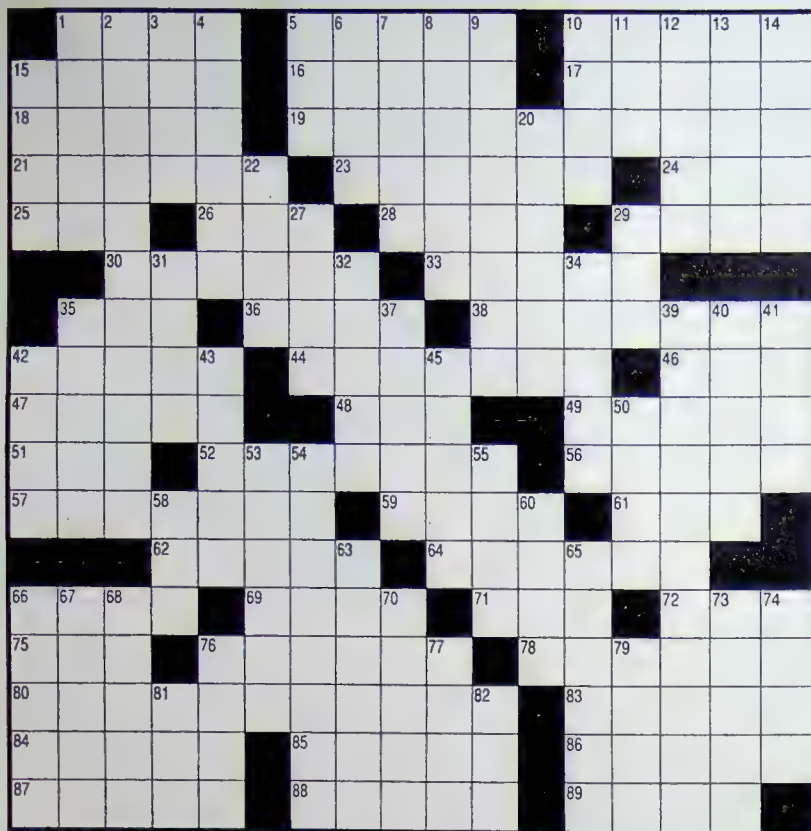


PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

GAMES JUNE/JULY 1989 A1

Y'S GUYS

By Ann W. Masten



ACROSS

- 1 Walked (on)
- 5 Lorenzo of *Falcon Crest*
- 10 Director Brian De ____
- 15 Show to be true
- 16 Coral isle
- 17 Opera solos
- 18 Dressed
- 19 Star of *Logan's Run*. 2 wds.
- 21 Equalize, as the score: 2 wds.
- 23 ____ a rail: 2 wds.
- 24 Formerly named
- 25 The "P" in MPH
- 26 Cape ____ (Massachusetts peninsula)
- 28 ____ and crafts
- 29 SALT treaty signer
- 30 School essays

- 33 Giant of Greek myth
- 35 "So long!"
- 36 Walk, nervously
- 38 Sees
- 42 Mother of nursery rhymes
- 44 Italian dinner dish
- 46 TV's *Hee* ____
- 47 Awaken
- 48 Expensive Ford model
- 49 Bothersome bug
- 51 Columnist
- 52 Cashes in, as a ticket
- 56 Toastmaster
- 57 Make dirty
- 59 Where fodder is stored
- 61 Approves
- 62 The third dimension

- 64 Sports-loving girl, perhaps
- 66 Frees (of)
- 69 Rawls, Costello, and Brock
- 71 Tolstoy's ____ and *Peace*
- 72 Do lunch
- 75 WSW's opposite
- 76 Chocolate candy
- 78 Entertain lavishly
- 80 Paul and Mary's songmate: 2 wds.
- 83 "Bald" bird
- 84 *Fidelio*, for one
- 85 Make a connection with: 2 wds.
- 86 Reverie
- 87 Wandering animal
- 88 German industrial town
- 89 Agile

DOWN

- 1 Treasure collection
- 2 *Father Knows Best* star: 2 wds.
- 3 Baking place
- 4 Figure out
- 5 On the ____ (fleeing)
- 6 Working hard: 2 wds.
- 7 Chocolate-coffee combo
- 8 Jazz's "Trumpet King": 2 wds.
- 9 At an angle
- 10 Good buddies
- 11 Suffix with honor or moment
- 12 Detroit footballers
- 13 Fillies' mothers
- 14 Quizmaster
- 15 Kind of school
- 20 Singer Sheena

- 22 "____ and Circumstance"
- 27 Distribute the cards
- 29 One: Prefix
- 31 Myra or Rudolf
- 32 Do, re, mi, fa, so, la, ti, do
- 34 ____ of *Two Cities*: 2 wds.
- 35 "April Love" singer Pat
- 37 Former senator Kefauver
- 39 Famed test pilot: 2 wds.
- 40 Relieves
- 41 ____ 'Pea (Popeye's kid)
- 42 Snatch
- 43 Supernaturally strange
- 45 Allow inside
- 50 Melville novel
- 53 Hire

- 54 Blow up
- 55 Molasses-like
- 58 Highways: Abbr
- 60 Actor Sharif
- 63 Excessive arrogance
- 65 Animal varieties
- 66 Confiscated cars, for short
- 67 Clumsy
- 68 Dissuade
- 70 Blisters
- 73 Assuage, as fears
- 74 Abound
- 76 Cry like a donkey
- 77 Memo
- 79 *The World According to* ____
- 81 Pitcher's stat
- 82 Emerged victorious

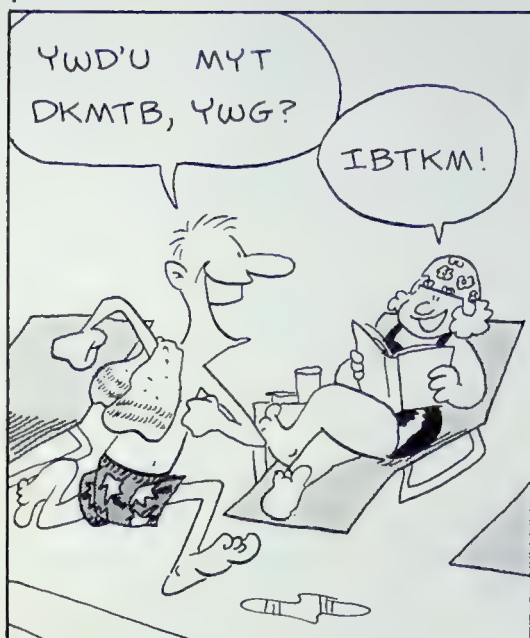
CRYPTO-FUNNIES

By Robert Leighton

★★

In this comic strip, all the dialogue has been converted into a cryptogram. That is, every letter of the alphabet has been consistently substituted by another letter throughout the cartoon. For example, if G represents V in one word, it will represent V in every word. Look for distinctive letter patterns and punctuation to help you get started.

1



2



3



4



MOTORING ALONG

By N. M. Meyer

★

Fill in the 61 car trip-related words and phrases below so that they interlock in crossword fashion in the grid. When the puzzle is completed, each word will be used exactly once. A starting hint appears on the bottom left corner of page A14.

3 LETTERS

AIR
BUS
FUN
LOT
OIL
TAG
TOP

FOOD
IDLE
LANE
PARK
RAMP
ROLL
SPOT
TENT
TIRE
TOLL

4 LETTERS

CURB
DUST
EXIT
FILL

5 LETTERS

ALTER
CARRY

CURVE
MEALS
MOTEL
RADIO
TOURS
VISIT
WHEEL

6 LETTERS

CRUISE
DRIVER
SUNSET
TRAVEL

7 LETTERS

AMERICA
ARRIVAL
MILEAGE
ROAD MAP
ROADWAY
SCENERY
TRAILER

8 LETTERS

DISTANCE
EXCHANGE

GASOLINE

PAVEMENT
RADIATOR
REST AREA
SEASHORE
TURNPIKE
VACATION

9 LETTERS

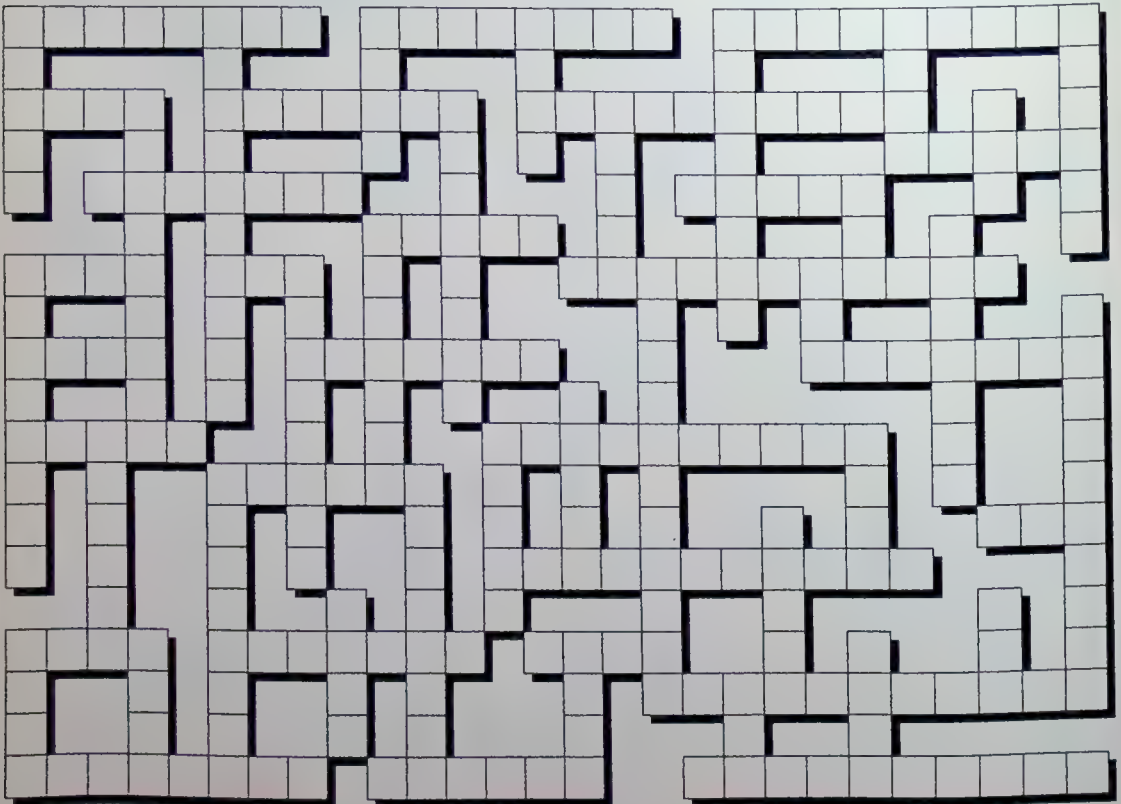
SIDE TRIPS
TIMETABLE

10 LETTERS

CREDIT CARD
INTERSTATE
RECREATION
SPEED LIMIT
SPORTS CARS

11 LETTERS

AUTOMOBILES
RESERVATION
RESTAURANTS
SERVICE AREA



PENCIL POINTERS

By Trip Payne



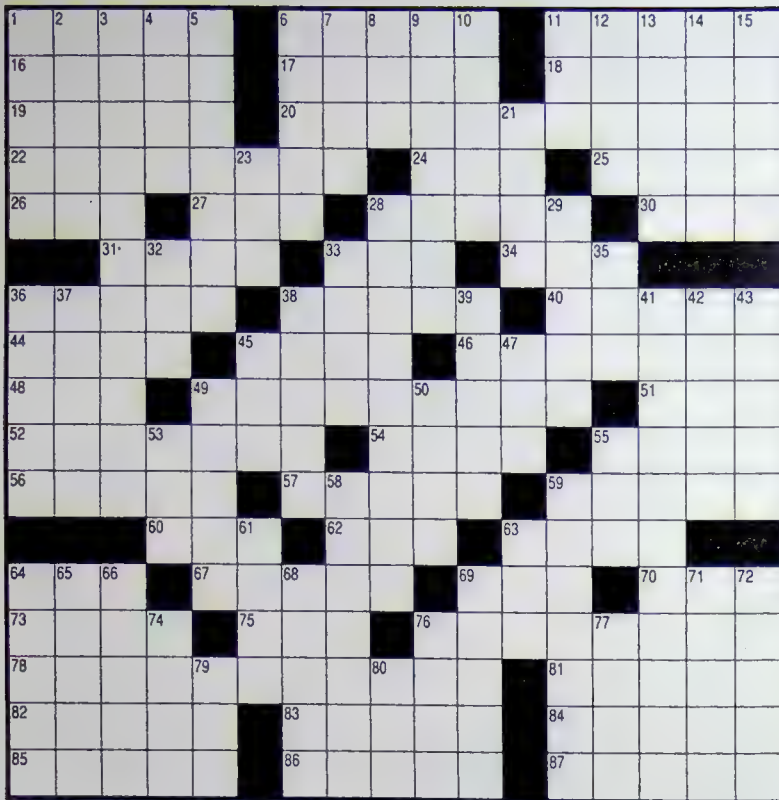
In this crossword the clues appear in the grid itself. Enter the answers in the direction of the pointers.

Really bright idea	▼	Chick's mom	Skink curve	Red or Dead	Not coastal	Sault Marie	Omitted	▼	Nevada city	1982 Disney movie	Concell	Rich tourist types	Had a cab, perhaps	▼	Gun-owners' org.	Less crazy	Playful mammal	Draws close to
Ph D paper	▶						Laugh-in comic	▶										
Take offense at	▶						Twisted fabric						Funous	▶				
At a special price	▶						Nose, in slang	▶					Fe	▶				
Tax forms		Fatiguo	— Bator	Tenant's bil		Gas used in lights	▶				Fast plane	Reign			Always, to a poet			
▶							Getting a move on	▶	Like a candle	Movie film spool	▶				B&O et al			
Fixed a squeak	▶					In what way?	▶			Speak	▶					Fought in the ring	Collie or beagle	In a pitiful way
Kukla —, and Olive	▶				Not bare-footed	Make use of	▶					Taks like a madman		Goes out, as a tide	▶			
Polite fellows	▶					Dr Rutn's topic	▶			Period of history				"Dumb" girl				
Person-to-person		Author Ferber	Rembrandt, for one	New Prefix		Make an effort	▶			Fred & Wilma's friend	Highest card in bridge	▶			Crossed out	Cougar		
▶							Diary writer Frank	Savings site	▶					Banana part	▶			
Wasn't active	▶					Wine valley	Chairs	▶			Hall-of-Famer Mel		Pal	▶				
Nuitify	▶				Crime against God	▶			Thorny flower					Applaud		Teheran native	Made over	Egg-shaped
Steuth Spade	▶			Sports flag	▶							More searing	Egypt's capital	Night	▶			
Whiz	"Live"	Matador opposer		Robert of Air-plane!	Epoch	▶			Lucy's best friend	▶					Gun the motor	▶		
▶							Foyer	Author Levin	Remittance			Eggs	Riding needs			Nabokov novel	Sphere	
"I am — crook"	▶				Galleon or tanker	▶				"Hurry up!"	▶							
Deuce beater					VCR button	Ark's landing site	▶						Rain, basically	Take the bus	▶			
Rough, noisy fun	▶									Morning grass coating	▶			Claret or port		One of the 3 Bears	Dollar bills	Mr Disney
Party snacks		SSW's opposito	Billboards, e.g	Bakery buy		Roads: Abbr.		— Grande		Tie	Magnate Onassis				Cut the grass	Knock		
▶								Genuine				Capital of Albania	▶					
Charge with a crime	▶							As to	▶				Tooth coating	▶				
Fixes a stop-watch	▶						Singer Redding					Meal	▶					

POWER PLAY

By Stanley Newman

★★



ACROSS

- 1 Encrusted
6 Middle East capital
11 Attacked, as by mosquitoes: 2 wds.
16 One of the Astaires
17 Fry lightly
18 Wrestling stadium
19 What "i.e." stands for: 2 wds.
20 It's a matter of balance: 3 wds.
22 Echoed
24 Author Deighton
25 XXX magazines
26 Atomic-power agency: Abbr.
27 Charged atom
28 Houseplants
30 Porker's pad

- 31 Like Cinderella's stepsisters
33 Ignited
34 "Be quiet!"
36 Tickets to ride
38 Scrutinizes (with "over")
40 Boardinghouse offerings
44 Hard to come by
45 Tarzan's woman
46 Gear not suitable for travel?
48 Metallic rock
49 Fall planting: 2 wds.
51 "What Kind of Fool ___?": 2 wds.
52 Impressionistic film sequence
54 Canal enclosure
55 Bad mood
56 Computer key
57 Plastered

- 59 Worker's earnings
60 Biblical land
62 Inflatable item?
63 Put your foot in it
64 Brit. Airways plane
67 Ice handler
69 Jack Horner's nosh
70 Leader of the Americans
73 Stop up
75 Mauna ___
76 Lab item: 2 wds.
78 Money-saving emporium: 2 wds.
81 Coin-toss choice
82 Takes a taste
83 Merman or Mertz
84 Roast host
85 Exhausted
86 Knights' wives
87 Active people

DOWN

- 1 Kind of terrier
2 Mathematical snake?
3 Stay up on what's happening: 2 wds.
4 Alternatively
5 The fine print
6 White as a ghost
7 Household help
8 Make faces for the camera
9 Letter getter
10 Less broken-in
11 Ingot
12 Enrages
13 Shirts and skins, e.g.
14 Whole
15 Meat for a hamburger
21 Rural rest-stops

- 23 Plaything
28 Hydrants
29 Azalea, e.g.
32 Word of wonder
33 Actress
35 Very popular
36 Ethan of fiction
37 Composer Copland
38 Lost color
39 Moved stealthily, in slang
41 Florida product: 2 wds.
42 Ike's wife
43 Uses a letter opener
45 Moonshine container
47 Lodge brother
49 Diviner's deck
50 Musician-cum-mayor
53 Count on your fingers?

- 55 ___ Paulo, Brazil
58 Henley-on-Thames event
59 Intensified, as one's appetite
61 Bonehead
63 "___, boom, bah!"
64 Mary Queen of ___
65 Drink rudely
66 Comedienne Fields
68 Snooped
69 Opens a banana
71 Better qualified
72 Thumbs-up responses
74 Secluded spot
76 Genealogist's diagram
77 ___-shanter
79 Superlative indicator
80 Ω, electrically

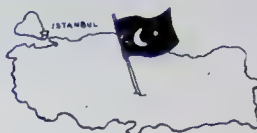
"MAY WE SEE THE MENU?"

By Beatrice Perri

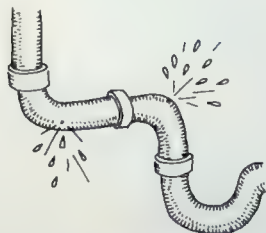
☆☆

Given the rising illiteracy rate in America, restaurants may soon be forced to adopt illustrated menus of the kind shown below. Each item on the bill of fare is illustrated by an object whose name sounds like the name of a food. For example, the first picture represents "steak" (stake). The spelling of the objects and foods may or may not be the same. Before you order your picture-perfect meal, how many of the other foods depicted here can you identify?

Entrees



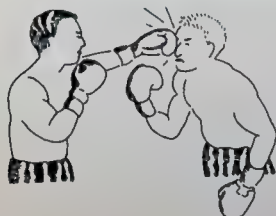
Vegetables



Desserts



Beverages



SIMPLY STATED

By Mimi Rota

☆☆

Fill in each of the blanks with the name of a state so that the sentence makes sense when read out loud. A twisted sense of pun won't hurt in solving. For example, #1 should read, "Don't UTAH and feather him—he's innocent!"

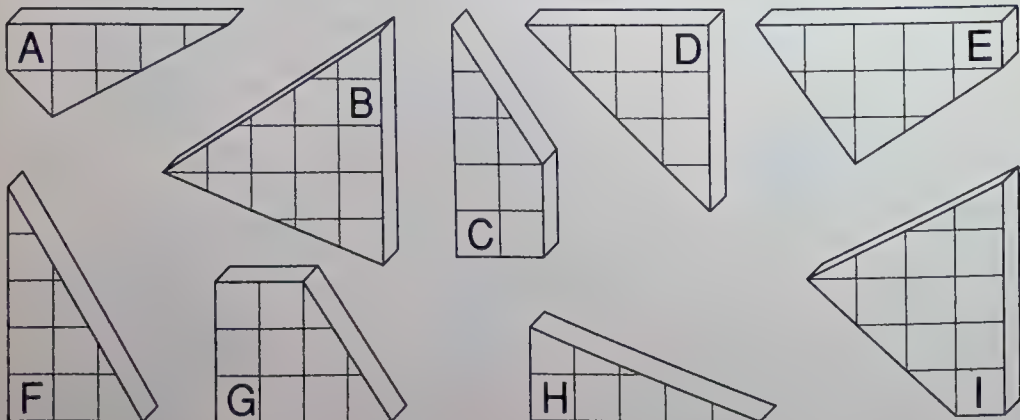
1. Don't UTAH and feather him—he's innocent!
2. _____ like that one, but I broke it while gardening last summer.
3. Noah built an _____ the rain come down.
4. _____ pigeons always come back to the coop I'll never know.
5. I'll kill him with a knife _____—whichever is easier.
6. Along with handball, squash, and _____ plays badminton.
7. Someone stole our trash _____ you can see, so we have nowhere to put our garbage.
8. _____ lot to my parents for all the help they've given me.
9. _____ stupid question if it gets me a good answer.
10. _____ loves company.
11. Going by train _____ long as the bus, but it's a more pleasant journey.
12. Don't let the old geezer who's _____ you with descriptions of his symptoms.

SQUARING UP

By Ulrich Koch

★★

Three square tiles have been dropped on the floor, and each has broken into three pieces. Can you reassemble the tiles, making three equal-sized squares from the nine pieces shown?

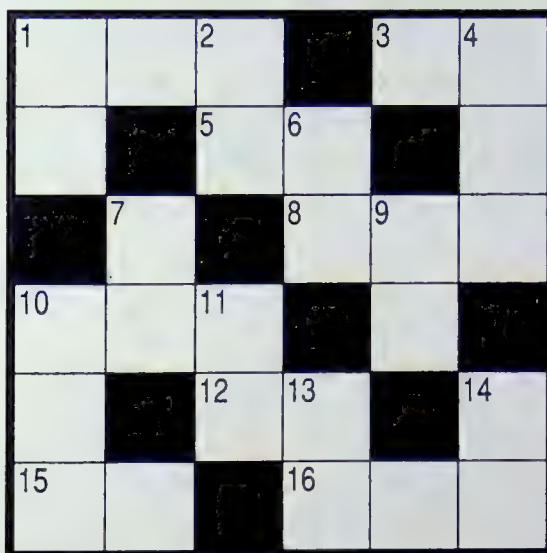


FAMILY TIES

By Nick North

★★★

The grid and clues below are something I drew up at our most recent family get-together not so long ago, to help me remember everyone's ages more than anything else. (As eldest son I should know these things.) You'll notice when you're done that every digit is used at least once in the grid. If you'd been at the reunion, you'd also have noticed Ellie and Frank's kids—Bobby, Chuck and Dougie—who rampaged all over the house. Though my parents can both be said to be in the "prime" of life, by the end of the weekend their nerves were jangling. Everyone's age is different (except, of course, the twins!), and all of the wives are younger than their husbands. It so happens that the difference in age between my mother and father is twice that between Ellie and Frank. Can you work out how old we all are?



ACROSS

- 1 Reverse of the square of Bobby's age; or square of the reverse of Bobby's age
- 3 Chuck
- 5 My brother Harry
- 8 Square number
- 10 Ages of my three sons (Luke, Mark, and Oliver) in descending order; their product is Pop's age next birthday
- 12 Pop
- 15 My brother Kevin, the third eldest child
- 16 Reverse of the square of my age; or square of the reverse of my age

DOWN

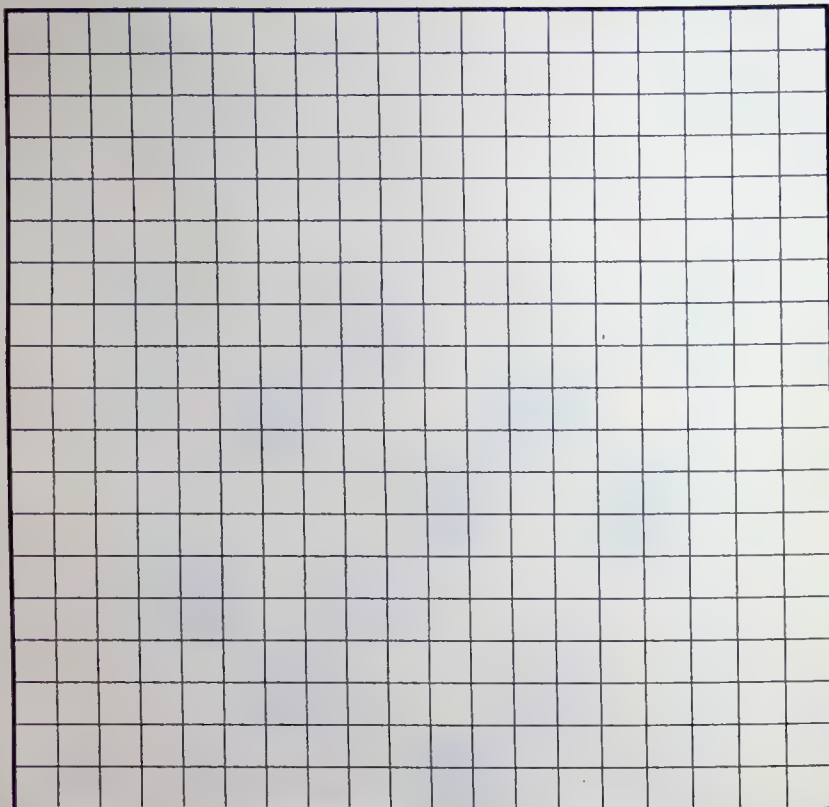
- 1 Frank
- 2 Bobby
- 4 Reverse of the square of Chuck's age; or square of the reverse of Chuck's age
- 6 My brother Irvine; or Dougie + Bobby
- 7 Frank's brother, George
- 9 Mom
- 10 Irvine x me
- 11 My brother John
- 13 Me
- 14 My sister Ellie

OOPS!

By Stanley Newman

★★

This diagramless is 19 squares wide by 19 squares deep and has regular crossword symmetry. As a hint, the location of the starting square is given on the bottom left corner of page A14.



ACROSS

- 1 Skips over
- 6 CB
- 7 Stir from slumber: 2 wds.
- 9 Store receipts: 2 wds.
- 12 Dog-tired
- 14 Bloodsucker
- 17 Hunger for
- 18 Bubonic ____
- 19 Pilsner, for one
- 20 The Wright Brothers, for two
- 22 Breakfast nook
- 25 Not so close
- 28 Not so tight
- 29 Standoffish
- 30 Earring sites
- 31 Photo holder
- 32 Kind of song or park

- 37 Actress Burstyn
- 38 "____ me timbers!"
- 39 Expressed in words
- 41 Man with a treasure map?
- 42 Man from Munich
- 46 Yonder
- 48 *Dynasty* villainess
- 49 "Monopoly" payments
- 50 Fair and square
- 51 Harrison Ford role, familiarly
- 52 Hard candies: 2 wds.
- 58 Impolite observers
- 59 Ridiculous
- 60 Wise guys?

DOWN

- 1 Mister Roberts
- 2 ____ *Room for Daddy*
- 3 Bad day for Caesar
- 4 Sardine holders
- 5 Pop-music category
- 7 Niagara and Victoria
- 8 ____ of society
- 9 Do evangelists' work, so to speak
- 10 Fertilizer ingredient
- 11 Kind of lily
- 12 Hank Aaron's team
- 13 Rarin' to go

- 15 Mongrel
- 16 "____ a real nowhere man" (Beatles lyric)
- 17 *Dangerous Liaisons* star
- 18 Patisserie purchase
- 20 Bit of nuclear physics
- 21 Channels 2 to 13: Abbr.
- 22 100%
- 23 Card game with a pool
- 24 Corn holder
- 26 *Tiny Alice* playwright
- 27 Two-way tickets: 2 wds.
- 31 Director Parker
- 32 ____ *Seconds Over Tokyo*

- 33 Puts to work
- 34 Zsa Zsa's sister
- 35 Encountered
- 36 Prior to, poetically
- 37 Amendment proposed in 1972
- 38 Shell out
- 39 Light refractors
- 40 Towel inscription
- 42 1987 Jackson hit
- 43 Dark brown brew
- 44 Schnitzel ingredient
- 45 Bar on a car
- 47 Cacklers
- 53 Singer Redding
- 54 *Peter Pan* dog
- 55 Bummer
- 56 Actor Auberjonois
- 57 Comstock loads

DOUBLE CROSS

By Anne Brown

★★★

Directions appear on page 34.

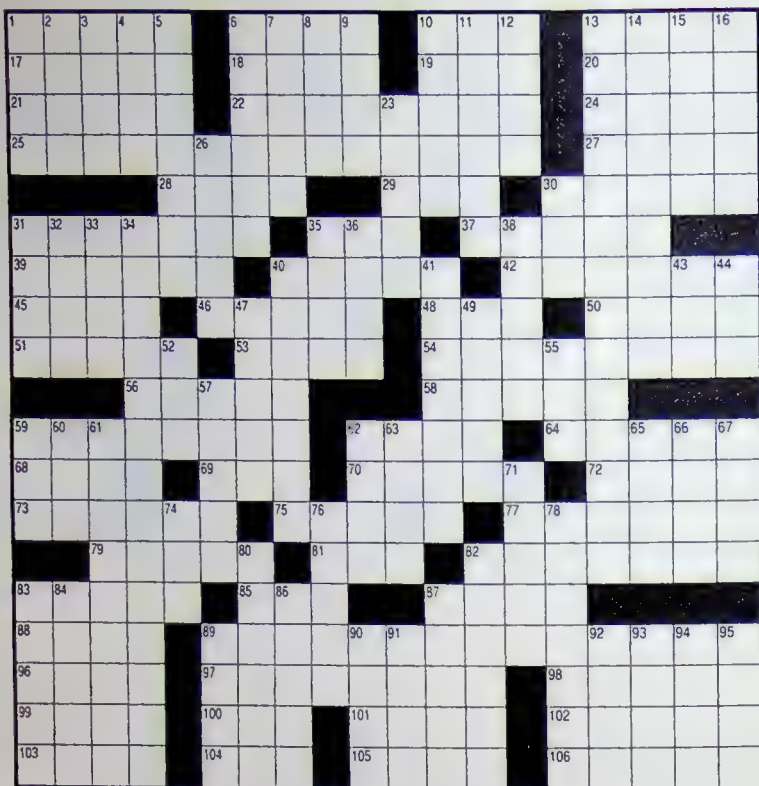
1I	2S	3N	4B	5Q	6C	7U	8J	9D		10F	11P		12R		13L	14I	15V	16G	17O	18U		19B
20N	21D	22Q	23C	24S	25L		26T		27E	28A	29M		30K	31I		32S	33L		34N	35F	36W	37K
38V		39I	40E	41M	42O	43R	44Q	45S		46L	47T	48W	49I		50K	51H	52C	53F	54J	55S	56B	
57D	58C	59Q	60T		61F	62N	63R	64I		65E	66G	67Q	68K		69V	70S		71U		72L	73P	74H
75M	76R	77E		78D	79I	80L	81J	82N	83A		84W	85C	86H		87E	88G	89K	90V	91A		92U	93B
94P		95R	96I	97Q	98F	99S	100L	101D	102E	103H		104P	105V	106B		107C	108Q	109O	110I	111U	112A	113W
	114L	115C		116K	117D	118F	119Q	120T	121J	122S	123I	124C	125O	126M		127G	128O	129E	130Q	131K	132A	133L
134P		135L	136M	137U		138O	139T	140B	141L	142C	143H	144I	145E	146J		147K		148R	149N	150T	151E	
152O	153D		154C	155G	156Q	157M	158D		159J	160E	161S	162N	163C	164A	165Q		166E	167L	168F	169W		170B
171D	172Q	173C		174P	175O		176V	177L	178N		179Q	180I	181C	182U	183R							

- A. Ghosts' hangouts? 112 28 132 164 83 91
- B. Peculiar to a people or locality 56 93 106 4 19 140 170
- C. With *The*, novel by Erich Maria Remarque (3 wds.) 173 23 181 85 154 58 115 142 6 107 124 163 52
- D. Don Quixote's horse 21 171 9 101 153 78 117 57 158
- E. It "colored" public opinion in 1898 (2 wds.) 77 102 129 166 40 151 87 65 160 27 145
- F. Site of a dramatic Allied evacuation in 1940 118 35 61 98 10 53 168
- G. Pennsylvania buggy travelers 66 16 88 127 155
- H. #1 Frankie Avalon hit of 1959 74 86 143 51 103
- I. Autumn spell of warm weather (2 wds.) 96 31 39 180 110 64 1 14 49 79 144 123
- J. Cease's partner 81 8 146 54 159 121
- K. Ringing in the ears 131 30 37 89 147 68 116 50
- L. Movie version of *The Front* Page (3 wds.) 177 80 13 25 167 72 141 46 100 114 133 135 33
- M. Belgian resort, site of an 1854 Manifesto 41 157 29 75 136 126
- N. *Portulaca grandiflora* (2 wds.) 149 20 162 178 3 62 34 82
- O. Reappearance of a heavenly body after an eclipse 17 109 125 42 138 152 128 175
- P. Epic by Vergil 104 73 11 134 174 94
- Q. Muckraker who wrote *The Jungle* (2 wds.) 108 67 5 156 22 165 119 179 97 59 44 130 172
- R. Repulsive African omnivore 43 12 76 183 95 63 148
- S. Frequent "source" of limericks 161 24 2 70 45 32 99 122 55
- T. Surgeon who gave his name to a mouthwash 60 26 120 139 150 47
- U. Greek monetary unit 137 18 71 111 182 7 92
- V. Bad blood 90 105 15 69 176 38
- W. Dostoevsky's from *Underground* 36 48 84 169 113

WHAT'S BLACK AND WHITE AND RED ALL OVER?

By Karen Anderson

★★★



ACROSS

- 1 Swiftly
6 Difficult position
10 Pitcher's pride
13 Paleozoic and Mesozoic
17 Clunker
18 Horn or Fear
19 ___ favor (help)
20 Athletic event
21 They drive kids buggy!
22 Chance for heads, e.g.
24 Crude
25 Answer to the title
27 Oodles
28 Turns informant
29 Dian Fossey subject
30 Falls head over heels
31 Magicians, e.g.
35 Hearing aid?
37 Diary spans
39 Fall away
40 Expressway gas/food stop

- 42 Symbol type
45 Place for Poe's Ligeia
46 "Back at the ___"
48 Go (for)
50 Spanish ayes
51 Water servers
53 Bath bar
54 13" x 16" paper
56 Sponsorship
58 Indian's A-frame
59 Sends on
62 "___ Not There" (Zombies hit)
64 To the point
68 Russian range
69 "... say, not ___ do"
70 Play statues
72 Salmon type
73 Made concave
75 Union work sites
77 Prince's stand-in
79 Moving experience?

- 81 Flock founder
82 Judith Martin subject
83 Mr. Frome
85 Ages and ages
87 Give a bash
88 Stratum
89 Answer to the title
96 The O'Hara homestead
97 Most plastics
98 Electronic keyboard brand
99 Aphrodite's son
100 Mined matter
101 Mob boss
102 Start of a Roman quote
103 Girl Scout's accessory
104 ___ Boot
105 Ere long
106 Wooden rod

DOWN

- 1 Where edelweiss grows

- 2 Where the Amazon begins
3 "___, a plan, a canal ..."
4 Search meticulously
5 Guaranteed
6 Lemon Fresh and Evergreen
7 Makes lots?
8 Columnists' page
9 Second column
10 Make sense
11 Chevy's *Caddyshack* costar
12 1985 Cher movie
13 Answer to the title
14 Practical
15 Storytelling slave
16 Keeps as is
23 Giraffe's kin
26 Less cooked
30 Make doilies
31 Comic Johnson

- 32 Catty remark
33 Tiptop
34 Answer to the title
35 Pushpin kin
36 Arthur of the courts
38 Prevent
40 Jackie's O
41 Eases
43 ___ *Today*
44 Drink hot tea
47 Litmus reddeners
49 Bard's output
52 Neptune's domain
55 Shepherd's site
57 Alums
59 Rubik's cube; once
60 "Bravo!"
61 Hacienda dwellers
62 Stash
63 Word before and after "against"
65 It's knot necessary

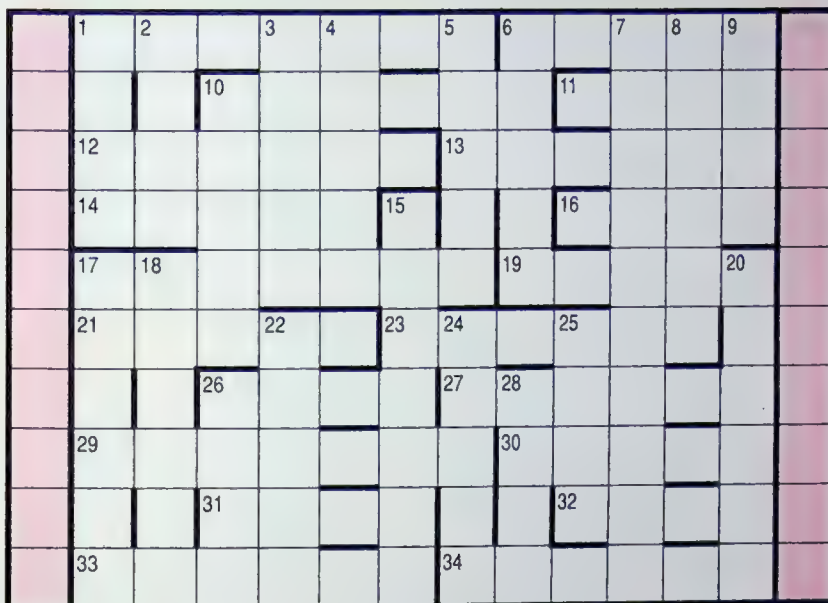
- 66 At all
67 Viking landing site
71 Jerk
74 Still, to poets
76 One of the Fords
78 Tums or Roloids
80 Toledo lady
82 Canadian brewer
83 Belittling suffixes
84 Diana's topper
86 Gawks
87 Silent screen star
89 Snake, e.g.
90 1979 Village People hit
91 *Blind Ambition* author
92 Mexican hero?
93 Words after 102-Across
94 J'___ (I love): Fr.
95 Coward of the theater

DROPOUTS

By E. R. Galli

★★★

The answer to each of the Across clues is one letter too long to fit into the diagram. Remove one letter and enter what's left, which will also be a word. Put the extra letter in the nearest shaded square in the left or right column. When completed, these columns, reading down, will be self-explanatory. Down clues are treated normally.



ACROSS

- 1 Very hot style's start, clad oddly in bit of gingham (8)
- 6 Concerning black mud: turned over, it becomes thicker (6)
- 10 Farm laborer that is beginning to sow flowers (7)
- 11 Say we have to make tapestries (5)
- 12 He's given all his meals—bread or bananas (7)
- 13 Page 50: strange genus of ducks underwater (7)
- 14 Team circles left and right, breaking pitch (6)
- 16 Marc Antony can deliver part of a long poem (5)
- 17 Struggled vigorously to sleep in lewd arrangement (8)
- 19 Piano asset: "Chop Sticks" (6)

- 21 Whiskey, including Ed Begley's fifth of cheap booze (3-3)
- 23 Man with the army engineer is older (7)
- 26 Depend on Ford model at bad ruts (5)
- 27 Singers Boone and Fitzgerald offering selection from "Dem Bones"? (7)
- 29 Chet takes college army program—that's an odd idea (8)
- 30 Shortly to catch Capone in speakeasy (6)
- 31 Head of state to be concerned in panic (5)
- 32 French due to be upset by famous psychologist (5)
- 33 Saint with lots of flowers? (7)
- 34 Takes advantage of following small island horses (7)

DOWN

- 1 Shows grief for really rotten people? (4)
- 2 Composed "Loco-Motion"? (4)
- 3 Valuable deposits . . . quite a bit, by the sound of it (5)
- 4 Heartlessly infer Tchaikovsky's First is not moving (5)
- 5 Very cold English princess with support rising (5)
- 6 Forcefully take over this country by standing around, right? (5)
- 7 Bum ate bagels including bit of lox and trifles (10)
- 8 Plane veneer awkwardly (6)
- 9 Peace of mind with rain check (4)
- 10 Reportedly bunch of lions showed inquisitiveness (5)
- 15 Taunts surrounding street clowns (7)
- 17 Ruins Harrison, one hears (6)
- 18 Postmaster, e.g., retired, concealing sorrow (6)
- 20 Introvert's last to be seen in beaches where the spectators are (6)
- 22 Southwestern plant turned over 50% accuracy after year (5)
- 24 Topic's shifting time, showing a kind of nerve (5)
- 25 Unwilling to hear decaf doesn't contain a bit of coffee (4)
- 26 Outspoken rows came up (4)
- 28 Chase around harbors sailing a boat (4)

PLUS

D	S	C	A	L	I	N	G	U	M	B	E	R	D
E	O	O	P	O	N	I	E	S	W	A	V	E	E
A	B	O	R	D	E	R	L	U	N	G	E	S	P
D	S	L	I	E	R	J	I	R	C	A	N	T	S
L	W	R	E	S	T	E	D	P	A	T	E	S	O
E	R	E	D	Y	E	S	O	L	D	E	R	T	I
T	E	G	R	U	S	T	P	A	E	L	L	A	T
T	C	R	O	C	H	E	T	S	A	L	O	N	O
E	K	E	S	C	A	R	I	E	F	E	U	D	R
R	S	T	E	A	M	S	C	A	U	S	E	S	

ACROSS: 1. Scalding (s + clad + in + g) 6. Dumber (re + B + mud) 10. Peonies (peon + i.e. + s) 11. Weave (we've) 12. Boarder (bread or) 13. Plunges (p + L + genus) 14. Slider (side + L + R) 16. Canto (marC ANtONY) 17. Restless (rest + lewd) 19. Pastes (P + asset) 21. Red-eye (rye + Ed + e) 23. Soldier (is older) 26. Trust (T + ruls) 27. Patella (Pat + Ella) 29. Crotchet (Chet + ROTC) 30. Saloon (soon + Al) 31. Scare (s + care) 32. Freud (F + due) 33. Streams (SL + reams) 34. Cayuses (uses + cav).

2

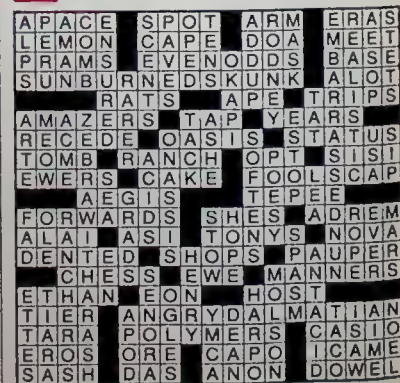
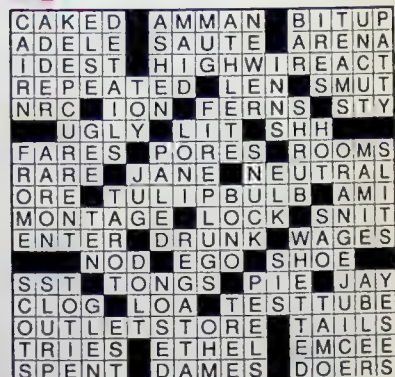
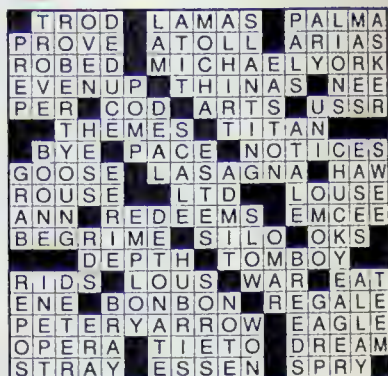
1-Across starts in the tenth square of the top row.



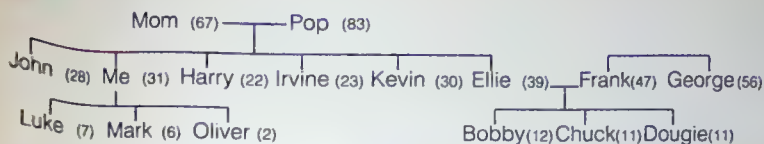
S		P		W												
T	H	E	S	I	S	A	R	T	E	J	O	H	N	S	O	N
R	E	S	E	N	T		S	E	R	G	E		I	R	A	T
O	N	S	A	L	E		S	N	O	O	T		S	A	N	T
K		A		N	E	O	N		S	S	T		E	E	R	
R	E	T	U	R	N	S		D		R	E	E	L		R	R
	O	I	L	E	D		H	O	W		U	T	T	E	R	
	F	R	A	N			A	V	A	I	L	B		E	B	B
	G	E	N	T	S		S	E	X		E	R	A		D	O
	E		H		T	R		A	C	E		X	E	D		
O	N	E	O	N	E		B	A	N	K		P	E	E		
	I	D	L	E	D		N	A	P	A	T		B	U	D	D
	U	N	D	O		S	I	N		R	O	S	E		M	
	S	A	M		P	E	N	N	A	N	T		C	A	I	R
		A														
H	O	T	S	H	O	T		Y		O	V	A		A	D	A
	N	O	T	A		S	H	I	P		S	T	E	P	O	N
	T	R	E	I		A	R	A	R	A	T				R	I
	H	O	R	S	E	P	L	A		D	E	W		B		
	E		J		L		M		D	R	A	W		M	O	W
C	A	N	A	P	E	S		R	E	A	L		T	I	R	A
	I	N	D	I	C	T		I	N	R	E		E	N	A	M
	R	E	S	E	T	S		O	T	I	S		R	E	P	A

A. HAUNTS	M. OSTEND
B. ENDEMIC	N. ROSE MOSS
C. NIGHT IN LISBON	O. EMERSON
D. ROSANINTE	P. AENEID
E. YELLOW PRESS	Q. UPTON SINCLAIR
F. DUNKIRK	R. WARTHOG
G. AMISH	S. ANONYMOUS
H. VENUS	T. LISTER
I. INDIAN SUMMER	U. DRACHMA
J. DESIST	V. ENMITY
K. TINNITUS	W. NOTES
L. HIS GIRL FRIDAY	

A2



FAMILY TIES



4	4	1		1	1
7		2	2		2
	5		3	6	1
7	6	2		7	
1		8	3		3
3	0		1	6	9

"MAY WE SEE THE MENU?"

Entrees
 Steak (stake)
 Perch
 Turkey
 Chili (Chile)
 Sole
 Ham
Vegetables
 Leeks (leaks)
 Carrots (karats)
 Corn
Desserts
 Cobbler
 Dates
 Mousse (moose)
Beverages
 Punch
 Tea (tee)
 Lager (logger)

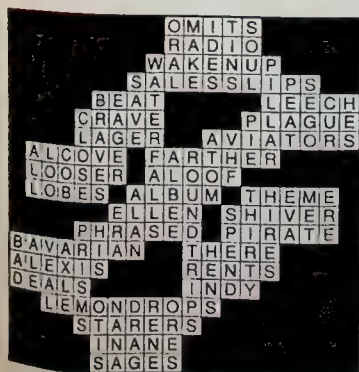
CRYPTO-FUNNIES

Panel 1: How's the water, hon? Woman: Great!
 Panel 2: Holy mackerel! I've never been this cold in my life! How did she stand it?
 Panel 3: I thought you said the water was great!
 Woman: It is!
 Panel 4: Have some!

SIMPLY STATED

- Utah (you tar)
- Idaho (I'd a hoe)
- Arkansas (ark and saw)
- Wyoming (why homing)
- Oregon (or a gun)
- Tennessee (tennis, he)
- Kansas (cans as)
- Iowa (I owe a)
- Alaska (I'll ask a)
- Missouri (misery)
- Texas (takes as)
- Illinois (ill annoy)

OOPS!



CONTEST RESULTS

From February/March

One of our most challenging contests to date, "500 Rummy" drew entries from more than 1,650 "Pencilwise Plus" wordsmiths. The object was to form as many Word Rummy hands as possible from the grid of lettered cards, using one set and one sequence (a rule ignored by some entrants) in each answer word. Some 112 solvers played their cards right to get the maximum score of 1,346 points. The winning list of words is as follows:

Cards & Words

Points

G	R	U	M	B	L	E	25
4	5	6	7	A	A	A	
A	G	R	O	U	N	D	36
3	4	5	6	6	6	6	
A	N	D	I	R	O	N	54
5	6	7	9	9	9	9	
A	P	P	E	A	S	E	49
3	3	3	10	J	Q	K	
A	S	E	X	U	A	L	38
J	Q	K	2	2	2	2	
A	S	T	O	U	N	D	33
2	3	4	6	6	6	6	
B	A	S	T	I	O	N	37
A	2	3	4	9	9	9	
B	L	E	N	D	E	R	34
A	A	A	A	J	Q	K	
B	O	M	B	A	S	T	31
7	7	7	A	2	3	4	
C	H	O	M	P	E	D	64
8	8	8	10	J	Q	K	
C	H	O	W	D	E	R	62
8	8	8	8	J	Q	K	
C	O	W	H	A	N	D	50
8	8	8	8	5	6	7	
E	M	P	R	E	S	S	69
10	10	10	9	10	J	Q	
E	X	P	L	O	D	E	40
A	2	3	4	K	K	K	
E	X	P	L	O	R	E	40
A	2	3	4	K	K	K	
E	X	P	O	U	N	D	30
A	2	3	6	6	6	6	

Cards & Words

Points

I	M	P	E	D	E	R	69
9	10	J	Q	K	K	K	
I	M	P	O	U	N	D	53
9	10	J	6	6	6	6	
J	A	W	8	O	N	E	49
5	5	5	7	8	9	10	
R	E	D	B	O	N	E	64
K	K	K	7	8	9	10	
R	E	D	R	E	S	S	69
K	K	K	9	10	J	Q	
R	E	S	O	U	N	D	53
9	10	J	6	6	6	6	
R	U	M	O	R	E	D	58
5	6	7	K	K	K	K	
S	E	E	R	E	S	S	69
Q	Q	Q	9	10	J	Q	
U	N	D	R	E	S	S	57
6	6	6	9	10	J	Q	
W	H	O	M	P	E	D	64
8	8	8	10	J	Q	K	
W	R	E	S	T	L	E	49
8	9	10	J	4	4	4	
Total Score							1,346

Some entries claimed higher scores but contained illegal words like BONELET, IMPEDOR, and RAWBONE (all found in *Webster's Third New International, Unabridged*, but not in *Webster's Ninth New Collegiate*, the dictionary of record). Another common illegal answer was PEERESS, which is in *Webster's Ninth*, but requires using one of the E's in the grid twice.

The winner, chosen at random from the perfect entries, was Judy Dean, of Koror, Palau (an island in the western Pacific, under U.S. trusteeship, in case you wonder). She'll receive a check for \$100. Runner-up prizes of a GAMES T-shirt go to: Mary Buxton, Newtown, CT; Billie Davis, Muncie, IN; Rob Johnson, College Park, MD; Will Latimore, Chattanooga, TN; Don Libert, Lancaster, OH; Mary Lou Rower, Atlantis, FL; Ken Van Gorder, Vesta, VA; Mary Voltz, Butler, OH; Shirley Wolf, Rockville, MD; and Michael Wolfberg, Concord, MA.

—Peter Gordon

Grand Prize

\$100

5 Runner-Up Prizes

A GAMES T-shirt

FRACTURED PHRASES



What familiar phrase or title does each of the following series of words represent? For example, "Dip, honey, egg, sprays" is a fractured phrasing of "The Pony Express." If any of the lines stump you at first (as we hope they do), saying the words out loud slowly may help. Having someone else say them out loud *to you* may help, too. Write down as many of the 15 answers as you can, and send them (with your name and address) to: Fractured Phrases, GAMES, 810 Seventh Avenue, New York, NY 10019. Entries must be received by August 1, 1989. The winner will be the entrant with the most correct answers.

Any ties will be broken by random draw.

1. Radar, softer, law, stark _____
2. Force, currents, heaven, yes, hag, hoe _____
3. Dusk, harlot, ladder _____
4. Echo, redig, curried, hog _____
5. Depict, sheriff, Torah, yank, ray _____
6. Heap, lorry, bassoon, hymn _____
7. Hate, Pauline, decide, park, head _____
8. Men, file, pack, adder, wrench _____
9. Ultra, stop, hen, knob, plastic, hoe _____
10. Specks, awfully, hank, Harry, up, hex, tech _____
11. Less, strain, took, locks, fill _____
12. Gimmick, rag, Conan, eyed, okayer _____
13. Whimper, data, tuba, data _____
14. Up, pig, visional, lid, help, bond _____
15. Apple, latch, her, leech, hence, toothy, fleck _____

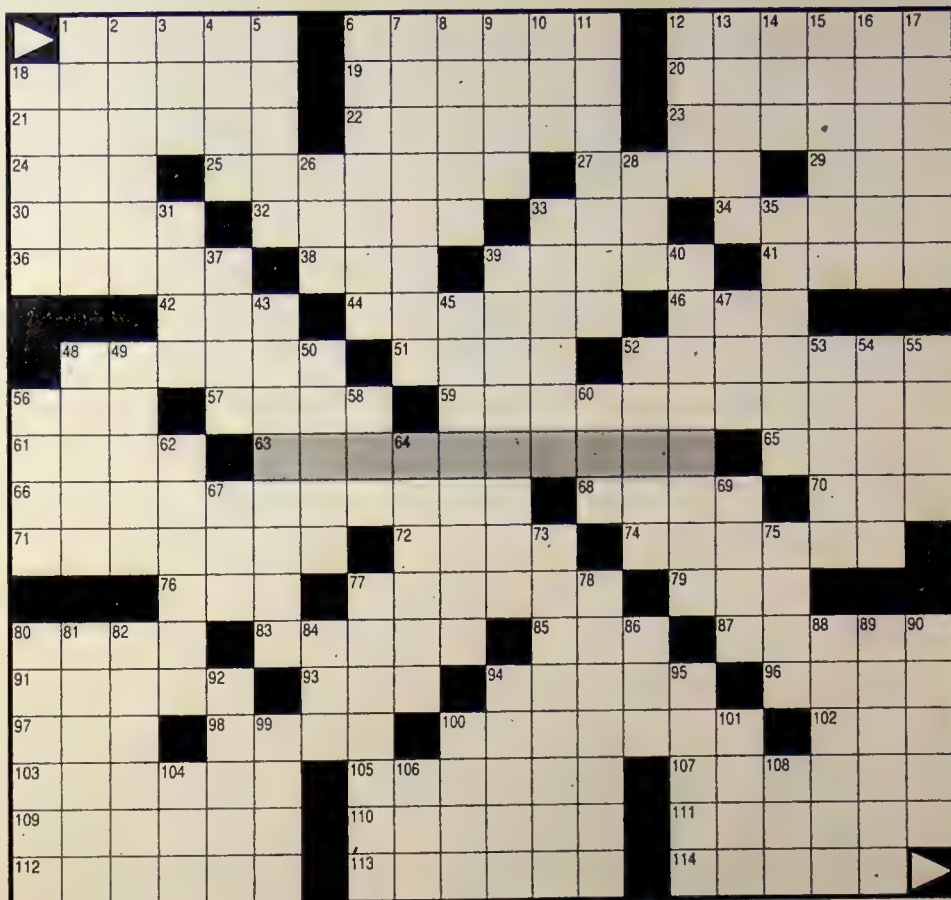
This puzzle is both a crossword and a maze. To solve, first complete the crossword in the usual manner. Then, starting in the first square of 1-Across, wind your way one square at a time (left, right, up, or down, but not diagonally) to the last

square of 114-Across, traveling only through squares containing one of the letters in the answer at 63-Across (shaded). Watch for twists, turns, and dead ends, and don't get lost.

ANSWER, PAGE 58

ACROSS

- 1 High points
- 6 Nancy's churn
- 12 Skedaddles
- 18 Read incorrectly, perhaps
- 19 Line
- 20 Bodily
- 21 Olympics awards music
- 22 Jessica's TV portrayal
- 23 Marked down
- 24 Stamp letters?
- 25 Knives
- 27 Famed London gallery
- 29 Cacao seed site
- 30 Part of West Point's motto
- 32 Moved from memory to disk
- 33 Morse E
- 34 Loose talk?
- 36 Asparagus unit
- 38 Pronoun type: Abbr.
- 39 Baseballer Rod
- 41 Gaelic
- 42 Votes from the antis
- 44 Urgently
- 46 MPG raters
- 48 Leg-of-mutton sleeves
- 51 Pinballer's worry
- 52 Petal pusher?
- 56 Brick carrier
- 57 Spy in the organization
- 59 Like some gowns



DOWN

- 61 Porter's "Miss ___ Regrets"
- 63 SEE INSTRUCTIONS
- 65 Poi source
- 66 Some vaccines
- 68 Female rabbits
- 70 Alternate spelling: Abbr.
- 71 Canadian capitalist?
- 72 The Godfather, familiarly
- 74 Took a snooze
- 76 Zing
- 77 Coops
- 79 1988 Dennis Quaid movie
- 80 Faux pas
- 83 Character actor Arnold
- 85 RN's forte
- 87 Hiker's route
- 91 June awards broadcast
- 93 Dunderhead
- 94 Rodeo janglers
- 96 Neutral color
- 97 S.A.T. relative
- 98 King Lear character
- 100 Frugal
- 102 Preschooler
- 103 Longtime puzzle editor Margaret
- 105 Beethoven opus
- 107 Like most yodeling
- 109 Shows scorn for
- 110 Creator of many a fine mess
- 111 Annoyances
- 112 Six-line stanza
- 113 Breakdown cause, perhaps
- 114 Made dresses
- 17 Spike-driving aid
- 18 Actress Adams and others
- 26 Husking bee unit
- 28 Pigged out
- 31 The masculine side
- 33 Moore's 007 replacement
- 35 Mastered
- 37 Part of a Clue accusation
- 39 Casals and Ma
- 40 Smart, in a way
- 43 Makeshift solutions
- 45 Mixing the deck
- 47 "Tamerlane" author
- 48 "Oh, I understand"
- 49 Simpleton
- 50 Done in
- 52 Ozone menace
- 53 "___ at the office"
- 54 Fine fiddle
- 55 Thunderbolt hurler
- 56 King of the road
- 58 Series finale, often
- 60 Bizarre
- 62 Comedian White
- 64 Safe ports
- 67 Have unpaid bills
- 69 Primer pooch
- 73 Maintains a faster speed than
- 75 Ready the apples for pie
- 77 Easter colors
- 78 Men and mice
- 80 Hires a crew for
- 81 Neighborhood
- 82 Prefaces, briefly
- 84 Shade from the sun
- 86 Dernier ___
- 88 On the go
- 89 Had pressing business?
- 90 Mandolins' kin
- 92 Compete in a roller derby
- 94 Steeple point
- 95 Velcro forerunners
- 99 Once, once
- 100 Bad-tempered
- 101 Exultation
- 104 Everyday grind
- 106 Scoundrel
- 108 Parishioner's perch

AND ONE TO GROW ON **

BY WILL SHORTZ

Name each object pictured on the top half of the page. Then add a letter to the front of each name and unscramble to name an object pictured on the bottom of the page. For example, BOWL + E = ELBOW, as shown below. The letter that's added will

always be the first letter of the longer word. Put all the added letters in the boxes in the middle of the page. When all 12 puzzle sums have been completed, unscramble the 12 boxed letters to find out what you are for having solved this puzzle.

ANSWER, PAGE 57



BOWL



Shorter Words



Added Letters

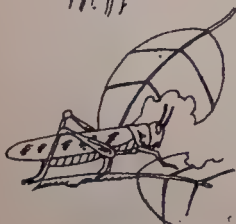
E											
---	--	--	--	--	--	--	--	--	--	--	--



Longer Words



ELBOW



Added Letters Unscrambled

--	--	--	--	--	--

“

--	--	--

 ”

--	--	--	--

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 56

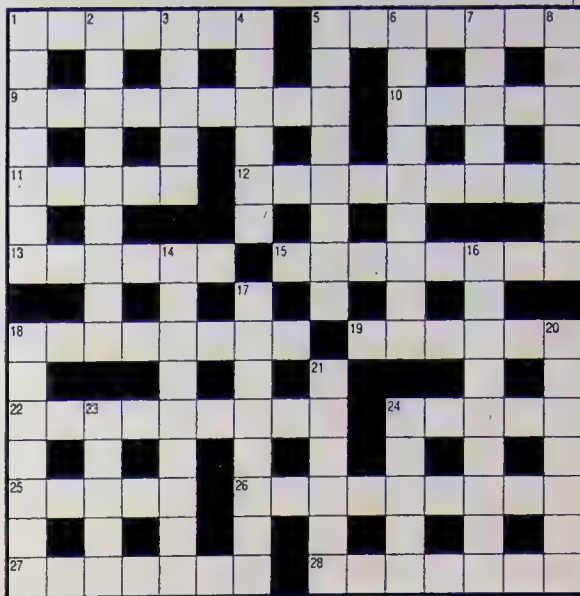
PUZZLE 1 BY MIKE SHENK

ACROSS

- 1 European nation turned me angry (7)
5 Mideast nation turned me angry (7)
9 Opera by small youth enralls in a bad way (9)
10 Turning bald, I improvise (2-3)
11 Small body of land is rented (5)
12 Large birds take the lid off lost treasure (9)
13 American in Mexico to go around circle (6)
15 Wisdom from heroic story set near big town (8)
18 Former times said to be idyllic (8)
19 Measuring device holds oxygen from space rock (6)
- 22 Recycled iron sheet coming up (2,3,4)
24 Undress for southern journey (5)
25 Come into middle without leader (5)
26 Uneven quality of Christmas trees taken in by hoboos (9)
27 Wailing woman is a pathetic has-been (7)
28 Doctor hustles private eyes (7)
- 4 Cry in pain like a coward (6)
5 Man from Cairo whipped up tangy pie (8)
6 Lifeless cuckoo grasping one small rug (9)
7 A gallery erected for Moslem God (5)
8 Consulate may be reorganized to capture Nazi officers (7)
14 Pearl Buck topic: shortage of sticky stuff? (4,5)
16 Not joking, I approach bird's home (2,7)
17 Evil Arab otherwise likely to change (8)
18 He shows the truth of Bartlett's first saying (7)
20 Dad interrupts naps for meals (7)

DOWN

- 1 Harsh sign of a children's movie? (7)
2 Payments for writing strange story—a lie (9)
3 Acknowledge a bad grade at Massachusetts school (5)



- 21 Ancient messenger taken in by other
23 It's caught by brown giant (5)
24 Hear agreeably pleasant musical composition (5)

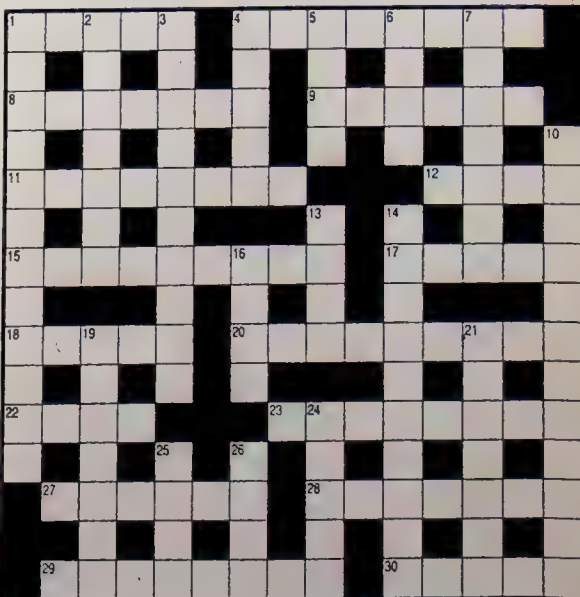
PUZZLE 2 BY STANLEY NEWMAN

ACROSS

- 1 Many, many years after the premiere of *Northern Lights* (5)
4 Official paper, with note to reduce outside personnel (8)
8 Opposed to a secure street (7)
9 True - False = True (6)
11 For transportation in snow, dentist takes trains to go west (8)
12 Live—live to smile (4)
15 Protesters are: topless nuns (9)
17 Concoct an opening (5)
18 Wild shore animal (5)
20 Cast iron's shaped into roll (9)
- 22 Woman and boy at day's end (4)
23 A bishop's in the booze (8)
27 Figure 2 divided by 500 (6)
28 Nasty itches covering Mexico's foremost drug expert (7)
29 Doctor has time to fish (8)
30 Opposite in tempo: largo (5)
- 5 Entice with soft drinks, we hear (4)
6 Man originally had lunch with partner (4)
7 Eastern's collapse is most imminent (7)
10 Arena offering bit of current hit, *Gangster's Gun* (12)
13 Flying solo from European city (4)
14 Is he stupid to tangle with a boxing legend? (4,4,2)
16 A head principal is missing from school (4)
19 Invested, at last, in new worthless coin (3,4)
21 All thin nuts in bughouse? (7)

DOWN

- 1 Really old men from a Netherlands resort? (12)
2 Fruit in front of old stoves (7)
3 Praised girls' summer accessory (10)
4 Panda, teddy bears went out (5)



- 24 Meat company breaking prohibition (5)
25 Listen to every sound of contentment (4)
26 Cell component of green pea, oddly (4)

DOUBLE CROSS **

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 55

1C	2N	3G	4A	5M		6H	7B	8R	9S	10P	11I	12E	13O	14C		15D	16A	17B	18G		19L		20Q	21P
22J	23E		24I	25T	26V	27B	28D	29F	30Q	31P	32A	33J		34G	35T		36D	37R	38W		39L	40J	41B	42N
43F	44P	45I	46U		47S	48T	49L		50E	51W	52C	53Q	54K	55D	56V		57U	58P	59G	60S		61N	62A	63L
	64H	65K	66I	67S		68N	69Q	70L	71M	72G	73E	74X		75A	76U		77R		78I	79Q	80C	81A	82G	
83M	84N		85E	86I	87P		88L	89H	90S	91O	92T	93M		94V	95N	96W	97G	98I		99D	100Y	101B	102E	103L
104P		105R	106M		107U	108T	109F	110O	111V	112K	113H	114P	115Y		116G	117Q		118E	119T		120A	121V	122C	123U
124P	125L	126M	127X	128Y		129H		130V	131F	132E	133Q		134L	135S	136X	137O	138M		139Y	140P		141S	142V	143W
144O	145Y	146F	147G	148E		149U	150C		151G	152H	153T	154F	155I	156E	157V		158O	159B		160X	161G	162D		163M
164T	165F	166H		167K	168I	169Q	170O		171C	172E	173D	174J		175Y	176F		177L	178W	179K	180O	181J	182R	183C	184E
185T	186H		187B	188F		189N	190O	191T	192U		193L	194D		195J	196A	197M	198V							

A. Aidan Quinn/
Daryl Hannah
lick of 1984

B. Beatles ballad
of 1964 (3 wds.)

C. Dog owned by
Word "W"

D. Role for Lou
Ferrigno and
Steve Reeves

E. Tune sung on
New Year's Eve
(3 wds.)

F. Call to mind

G. Silly-sounding
Crystals hit
of 1963 (4 wds.)

H. Brunnhilde,
in Norse myth

I. Site of a 1415
British victory
over the French

J. First editor of
*The Atlantic
Monthly*

K. Button in
Bond's car

L. Upstanding

M. Principal river
of Burma

N. Valley girl's
adjective

O. Wife of
Amenhotep IV

P. *I Remember
Mama mama*
(2 wds.)

Q. Director John
Ford's specialty

R. Arabic word
for "submission"

S. What
composers do

T. Sikorsky's
invention

U. Outrageous
goofs

V. Actor who
played "Kookie"
(2 wds.)

W. President who
established
diplomatic
relations
with China

X. Alpha, beta,
and gamma

Y. Noted cellist
(2 wds., hyph.)

MIND FLEXERS ★★ BY JOHN PETERMAN

This puzzle is designed to stimulate your mental flexibility and test your powers of creativity. Match each item on the left with one on the right, basing your choice on similar or related meanings. The relationships are disguised by the use of double meanings or altered spacings within the words. For example, the first item on the left, "Fairy tales," should be paired with "Implore" (imp lore). If any of the pairings stump you, try thinking about the words from a different angle. A flexible mind is the key to creative thinking!

ANSWERS, PAGE 58

- | | |
|-------------------------|-------------------|
| <u>I</u> 1. Fairy tales | A. Present |
| ___ 2. Rampart | B. Napkin |
| ___ 3. House coat | C. Notice |
| ___ 4. Gallant | D. Booking |
| ___ 5. Jeer leader | E. Rest in peace |
| ___ 6. Perfume | F. Paint |
| ___ 7. Procurer | G. Overtone |
| ___ 8. Microwave | H. Best man |
| ___ 9. Water | <u>I. Implore</u> |
| ___ 10. Doze | J. Ascent |
| ___ 11. Public figure | K. Cancel picnic |
| ___ 12. Chips | L. Ripple |
| ___ 13. Nowhere | M. Doctor |
| ___ 14. Grave words | N. Forbidding |
| ___ 15. Standing room | O. Horn |

PLAYBACK ★★ BY WESLIE C. PIN

Insert the name of a musical instrument *backward* in each set of dashes to complete a word answering the clue at the side. For example, in #1, LUTE has been inserted to complete PETULANT.

ANSWERS, PAGE 58

- | | |
|------------------------|------------------------|
| 1. Peevish | P <u>E T U L A N T</u> |
| 2. Holiday drink | E G _____ |
| 3. Socialist farm | C _____ T I V E |
| 4. With intent to kill | _____ E R O U S |
| 5. Confound | E _____ P E R A T E |
| 6. 60% (hyph.) | T H R E _____ T H S |
| 7. Just okay | P A _____ L E |
| 8. Lustrous gem | B _____ |
| 9. Bridge support | _____ M E N T |
| 10. Rebel, of a sort | S E P A _____ T |

THE WORLD'S MOST ORNERY CROSSWORD

BY TRIP PAYNE

Far and Wide

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

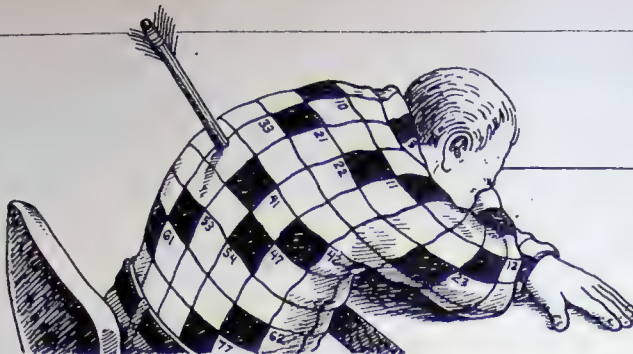
HARD CLUES ★★★

ACROSS

- | | | |
|---|---|---|
| 1 Mediterranean hot spot? | 63 As though of great consequence | 123 Truffaut's <i>La _____ Américaine</i> |
| 10 Earn a gold watch | 67 To date | 124 Barbecue accessory |
| 16 Fast month? | 69 Patio furniture item | 127 Make a comeback? |
| 23 Vanish | 71 "Hey _____" (1963 hit) | 129 1986 Prince hit |
| 24 Sugar compounds | 72 Christie concoctions | 130 You can count on them |
| 26 Pious loner | 74 Phoenician port | 132 Wasteland tracts |
| 27 Miss Spain contestants | 77 "Of Austria" and "of Cleves" | 133 Daunted |
| 28 Give the lie to | 78 Oil worker? | 135 Move gracefully |
| 29 Port worker? | 80 Arcade name | 139 Soft kid |
| 30 Sub-launched missile | 81 Grove growths | 140 Not many |
| 31 Bundle up | 83 Mom's relief, sometimes | 142 <i>Lucky Jim</i> author |
| 33 B&O stop | 84 <i>Fawcett Towers'</i> John and others | 143 Summer music? |
| 34 <i>Shogun</i> city | 87 Display model | 144 Highland pattern |
| 35 20-volume ref. bk. | 88 It's submitted with the MS | 146 "And thereby _____": Shakespeare |
| 36 Arizona Indian | 89 Silvery gray | 149 Candy from a dispenser |
| 37 Losing one's artistic integrity | 91 Shankar's strings | 150 Beatles adjective |
| 40 The Hotel Ankara? | 93 _____el (Superman's Kryptonian name) | 153 Genetic "messenger" |
| 42 Posed for another portrait | 94 Botticelli's Venus, e.g. | 154 Devotee of Bacchus |
| 44 Seafood delicacy | 98 Glassmaking powder | 156 Bloodier, in a way |
| 45 Letter opener | 101 Cheesy dish | 157 Remarkably productive |
| 47 <i>The Unbearable Lightness of Being</i> character | 104 Quaking | 159 "This is great!" |
| 52 Romain de Tiroff's art alias | 106 All-inclusive | 161 Took a shot |
| 53 Kitchen addition? | 110 Bouquet | 163 Dennis Connor's <i>Stars & Stripes</i> , e.g. |
| 54 Unicellular propeller | 111 Prove a success | 165 Prepared statement |
| 55 Help for hospital bills | 112 A scream | 166 Boils |
| 57 Bring up | 113 Goad | 167 On |
| 59 Tertiary time | 114 _____ hurts (vulnerable spot) | 168 Ended a civil suit |
| 61 Arsonist, for short | 116 _____ the hole | 169 Dickens's Edwin and namesakes |
| 62 Cereal sought by a rabbit | 117 Not take "no" for an answer | |
| | 119 Battery top | |
| | 121 Bucks | |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek
Until You Read
Page 35!



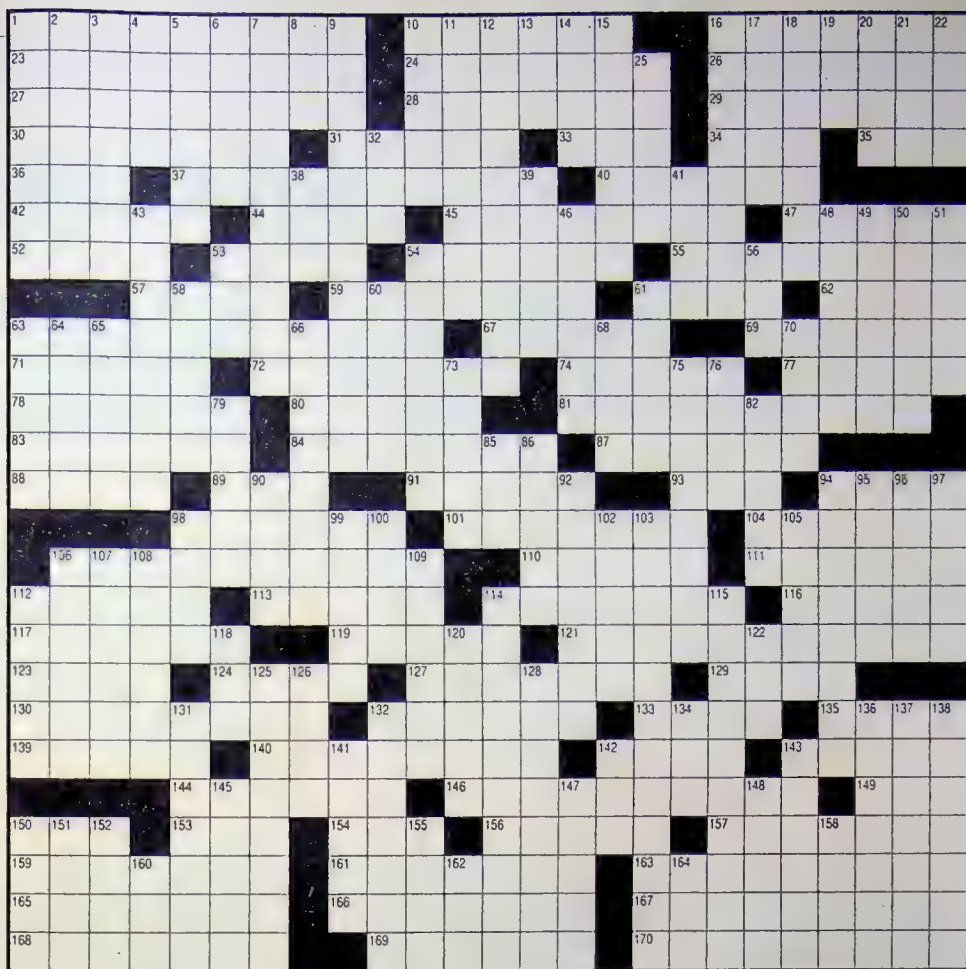
EASY CLUES ★

ACROSS

- 1 Disputed Mideast area: 2 wds.
10 Leave one's job at 65
16 Islamic month of fasting (ADAM RAN anag.)
23 Disappear, as water
24 Sugar isomers (PREMISE anag.)
26 Religious recluse (MERE TIE anag.)
27 Misses of Spain
28 Renounce
29 Wine maker
30 Neptune's "pitchfork"
31 Bind
33 Train depot: Abbr.
34 Former name of Tokyo (in DUKEDOM)
35 Massive British lexicon: Abbr.
36 Utah Indian
37 Betraying one's cause: 2 wds.
40 Turkish inn (A TIMER anag.)
42 Perched again
44 Snakelike fishes
45 Business letter salutation: 2 wds.
47 Spanish man's name (ATOMS anag.)
52 Great art deco painter (in DESERTER)
53 Suffix with major or cigar
54 Eyelash
55 Socialized assistance for hospital bills
57 Window
59 Period of the Cenozoic Era
61 Fire: Prefix
62 "Silly rabbit, are for kids!"
- 63 In a significant way
67 Up to now: 2 wds.
69 longue (recliner's seat)
71 Actress Prentiss
72 Arsenic and strychnine
74 New York city on the Mohawk
77 Baxter and Bancroft
78 Monet or Monet
80 Video game company
81 Sources of some citrus fruits: 2 wds.
83 Temporary tender of the kids
84 Monty Python's John, and family
87 Model for a presentation
88 Return envelope: Abbr.
89 Cigar residue
91 Indian lute
93 Kan dog food
94 In one's birthday suit
98 Mineral in sand
101 Welsh (cheese dish)
104 Terrified
106 From (completely): 3 wds.
110 Scent
111 Reach a destination
112 Like good comedians
113 Have one's face (be embarrassed): 2 wds.
114 hurts (vulnerable place): 2 wds.
116 the hole (advantage): 2 wds.

DOWN

- 117 Demand strongly
119 Battery terminal
121 "Ones" in a wallet: 2 wds.
123 Night: Fr (UNIT anag.)
124 Get rid of watermelon seeds
127 Give an answer
129 Give a smooch
130 1, 2, 3, 4, 5, etc.
132 Shrubby evergreen plants
133 Overwhelmed (by)
135 Go yachting
139 Elvis's "Blue Shoes"
140 Very few: 3 wds.
142 French friends
143 Dance club
144 Scottish kilt pattern
146 "And thereby ____" (As You Like It line: 3 wds.)
149 Children's candy with its own dispenser
150 The Four (Beatles)
153 Genetic material: Abbr.
154 Drunkard
156 Less common
157 Rich, as soil
159 "Like it? ____": 3 wds.
161 Attempted: 2 wds.
163 Two-hulled boat
165 Let out of jail
166 Boils with fury
167 Performing surgery
168 Formed a colony
169 Dickens's Edwin, and others
170 Wheel of Fortune final-round letters: 7 wds.
- 51 Male and female
53 Have brunch
54 Desert howlers
56 One Dwarf
58 Wipe clean
60 Borden's cow
61 First-class, in slang
63 Bridge bidding comment
64 Columbus's Santa
65 Golf strokes
66 Making V-shaped cuts in
68 "Up and ____!" ("Rise and shine!"): 2 wds.
70 Heavenly instrument
73 Negative reply, in the military: 2 wds.
75 Mixed drink
76 Singer/songwriter Paul
79 Characteristic
82 Oklahoma city
85 Zeta's follower
86 Actress Bernhardt
90 gin fizz
92 Screen behind an altar (RED ROSE anag.)
94 Flowers named for a vain lad
95 One of the Archangels (LURE anag.)
96 Satan
97 Pure paradises
98 1974 Elliott Gould/Donald Sutherland movie
99 Bandleader Xavier
100 Like ____ of bricks: 2 wds.
102 Element with symbol B
103 Wife of the former Philippine dictator: 2 wds.
- 105 Soft-shelled (shore dinner)
106 Top Bush aide John
107 At the location
108 "____ we stand"
109 Noisy sleeper
112 "The End"
114 Manifest destiny cry: 2 wds.
115 Resembles in disposition
118 Mao ____-tung
120 Neil Simon film
122 Get ____ of (throw away)
125 Divided up proportionally
126 "____ She Lovely" (Stevie Wonder song)
128 Made sounds (ON THE PAD anag.)
131 "Oh, be serious!": 2 wds.
132 Gave an award to
134 Humor
136 Bayer medicine
137 Reykjavik's country
138 Cough drop
141 Bridge partners for Wests
142 Enzyme suffix
143 Relating to the skin
145 Licorice herb
147 A dozen dozen
148 Become educated
150 "Douglas" conifers
151 Out of the wind
152 It screws into a nut
155 Layer
158 British "bye-bye"
160 Animal doctor, for short
162 Ike's WW2 theater: Abbr.
164 Liable (to)



ANSWER, PAGE 57

HARD CLUES (CONT'D)

170 Common *Wheel of Fortune* choices

DOWN

- 1 Motion
- 2 He turns away
- 3 Most like Pee-wee Herman
- 4 Worm, for one
- 5 Most ired
- 6 Group of three
- 7 Old lemon
- 8 "Give ___ rest!"
- 9 Pernicious
- 10 Made new ditches
- 11 Like "The Perils of Pauline"
- 12 Out of Kleenex?
- 13 Socialite Hogg
- 14 Accelerates
- 15 Steaminess, perhaps
- 16 Palindrome constructor?
- 17 Take for ___ (cheat)
- 18 *Amahl and the Night Visitors* composer
- 19 Qty.
- 20 Pebbles's pet
- 21 What to "suit to"
- 22 "In" crowd's outcast
- 25 Carnac the Magnificent, for one
- 32 ER staffers
- 38 Something to serve over
- 39 Haitian Indian
- 41 Great multitude
- 43 Stony meteorite
- 46 Heartsick
- 48 Pump datum
- 49 Lance corporal, e.g.
- 50 Stops being a sleepyhead
- 51 Sides in an age-old battle

- 53 Advice to an anorexic
- 54 Those who slip aliens across the border
- 56 Bashful roommate?
- 58 Excise
- 60 Commercial cow
- 61 Author Levi
- 63 "Not me, thanks"
- 64 Klaus Brandauer's middle name
- 65 Green strokes
- 66 Cutting V's
- 68 "Up and ___!"
- 70 Dwell on monotonously
- 73 Private denial
- 75 1988 Tom Cruise movie
- 76 *Tonight Show* theme composer

- 79 Feature
- 82 Mike Doonesbury's home town
- 85 Symbol for efficiency, in physics
- 86 Isaac's mother
- 90 Cordial-flavoring fruit
- 92 Altar screen
- 94 Jonquils
- 95 Milton's "Regent of the Sun"
- 96 Father of Rosemary's baby
- 97 Elysiums
- 98 1974 Sutherland-Gould bomb
- 99 '40s "Rhumba King"
- 100 Lots
- 102 Element #5
- 103 Noted shoe collector

- 105 Grouches
- 106 Bush administration VIP
- 107 Like some inspections
- 108 American rival
- 109 Wood sawer?
- 112 End-of-play word
- 114 Viola's direction in *Twelfth Night*
- 115 Resembles
- 118 *The Waste Land* author's monogram
- 120 Controversial sentence
- 122 Clear
- 125 Distributed fair shares
- 126 Ain't proper?
- 128 Spoke
- 131 "Oh, come on!"
- 132 Gave a Lifetime Achievement award
- 134 Wilde quality
- 136 Tension reliever
- 137 Country with more than 100 volcanoes
- 138 Diamond
- 141 Bridge positions
- 142 Peer Gynt's mother
- 143 Cutaneous
- 145 Ouzo flavorer
- 147 "Oh, that's disgusting!"
- 148 Take in, in a way
- 150 Bristlecone and balsam
- 151 Not aweather
- 152 Fabric store unit
- 155 Concert-watcher's level
- 158 "Cheerful"
- 160 Person of experience
- 162 DDE's theater
- 164 Fitting

SPORTS ABBREVIATED ☆☆

BY LOU KESTEN

An Athletic Identification Quiz

Sports statisticians have a language all their own, but even if you aren't a sports maniac you'll recognize most of the games being played here. Or will you? Below are excerpts from 15

sports scores torn from the pages of the newspaper. Most of the sports are common, although a few are off the beaten path. How many of them can you identify? **ANSWERS, PAGE 57**

1

Semifinals
Conchita Martinez, Spain, d. Leigh Anne Eldredge, Atlanta, Calif., 6-3, 24-6-1; So-
Anne Fauli, Australia, d. Sandra Wasser-
man, Belgium, 6-3, 6-3.

2

...DOWN EFFICIENCY
TOTAL NET YARDS
Total plays 267 0-0
Average gain 60 298
NET YARDS RUSHING 4.5 71
Rushes 107 4.2
Average per rush 31 105
... 35 33

3

(U) 5-20. Exacta (A-H) paid \$36.20.
9th—\$10.00, cl. 4YO up, 61.
C-Belge Bleu (Krone) 4.20 3.20 3.20
G-Perical (Hernandez) 4.80 4.00
L-French Rocket (Turner) 8.80
Time: 1:11 4/5, Double (2-3) paid \$38.60.
Exacta (3-7) paid \$17.80. Triple (3-7-12)

4

Hural	1	2	1	0	1
Bolton	1	2	2	0	1
Stanley	1	3	0	0	1
Smith	1	0	0	0	1
Cleveland	1	0	0	0	1
Candotti W, 14-8	7	6	4	4	2

5

AT BALTIMORE Junior Dance Free Dance

1. Rachel Mayer, Wellesley, Mass., and
Peter Breen, Brockton, Mass., 1.0 (scored)
placements: 2. Wendy Millette, Concord,
Mass., and James Curtis, Newark, Del.,
Mass., and Jeanline Jones, Parma Heights,
Ohio, and Michael Shrope, Middleburg
Heights, Ohio, 3.0.

6

... 12-8, 6-2, 6-2, 10, 15.
Carlos O'Connell, Ireland, 124-8 3-4, 624, 16.
Santiago Mellado, El Salvador, 123-1, 614, 17.
Lee Kwang-ik, South Korea, 112-8 1-2, 551, 18.
Damber Kunwar, Nepal, 88-10 3-4, 408. Fidel
Solorzano, Ecuador, did not start.
Totals after seven events:
1. Christian Schenk, East Germany, 6,159
points; 2. Christian Plantat, France, 6,053, 3.
Daley Thompson, Great Britain, 5,979, 4. Tor-
sten Voss, East Germany, 5,969, 5. Petri Keski-
lalo, Finland, 5,872, 6. Daniel Thompson, ...

7

Second Half—4. United Arab Emir-
ates, Abdul Aziz Mohammed, 66th min-
ute, 5. Pakistan, Sharafat Ali, penalty
kick, 85th minute.
Referee—Monoschehr Nozari, Iran.
A—A-A

8

jeune, N.C., dec. Larry Loy, Van Nuys,
Calif., 5-0.
132 pounds
Steve Johnston, Denver, dec. Roy-
mond Olivero, Van Nuys, Calif., 5-0.
Tucker Pudwill, Mandon, N.D., dec.
Juan Ramirez, San Jose, Calif., 5-0.
Damon Jansner, Portland, dec. Di-
dler Hughes, Marinette, Wis., 1-2.

9

11, 41-11, 21-15.
MEN'S DOUBLES
Semifinals
Chen Longcan and Wei Qingguang, China, d.
Ahn Jae-hyung and Yoo Nam-kyu, South Korea,
21-10, 21-14, 11-6. Lupulesku and Zoran Pri-
moric, Yugoslavia, d. Kim Ki-taik and Kim Wan,
South Korea, 23-21, 10-12, 21-15.

10

Miller Barber	72-69-70 — 211
Al Gelberger	69-70-72 — 211
Mike Hill	67-71-74 — 212
Joe Jimenez	72-70-72 — 214
Harold Henning	72-73-70 — 215
Bruce Crenation	72-73-71 — 214

11

Cooper, Lusk, ...
Benders, Texas, \$1,057, 8 (th), ...
Happy, Texas, and Joe Good, Kenna, N.M.,
\$875, 8, Mack Altzer, Sonora, Texas, \$693, 9.
Rod Hartness, Pawhuska, Okla., \$645, 8.
Goodger, Boyd, Texas, \$182.
Horse Racing: 1. Cate Ray, Sterling, Colo.,
\$19,199, 2. Marlene Eddleman, Ramah, Colo.,
\$13,509, 3. Chermayne Rodman, Galt, Calif.,
\$11,620, 4. Beth Brinkman, ...

12

THIRD GAME
2 Adiletta 23.70 8.70 3.90
1 Art 14.10 6.00
7 Foldy 5.40
QUINIELA (1-2) Paid \$69.00
PERFECTA (2-1) Paid \$118.20
TRIFECTA (2-1-7) Paid \$425.70
FOURTH GAME
1 Giovanni-Adiletta 78.30 9.90 4.50
5 Pedrario-Aziz 5.40 5.10
2 Gary-Vucsic 5.40
QUINIELA (1-5) Paid \$41.40
PERFECTA (1-5) Paid \$133.80

13

... 11. Devey Allison (8th), Huerfano, Tex.; Ford;
Ford, 243, 12. Michael Westrip (12th), Owens-
boro, Ky.; Ponsler, 232, (12-6th) Greg Becka (8th),
Miamuck, N.Y.; Oldsmobile, 232, 14. Richard
Perry (16th), Randeman, N.C.; Ponsler, 227, 15.
Mark Martin (8th), Batesville, Ark.; Ford, 224,
(8th) Eddie Bierchmidt (10th), San Antonio
Tex.; Oldsmobile ...

14

Playoff Results
Game one — After tying 259-259 in regula-
tion, Moscelli def. Williams in a two-frame
roll-off, 60-40; Game two — Bornhop def.
Moscelli, 204-171; Game three ...

15

(lighting), 3:18; Nyland, Islanders, major
(lighting), 7:22; Creighton, Chi, major
(lighting), 7:22; Diduck, Islanders, major
(lighting), 7:47; Sanipass, Chi, major
(lighting), 7:47; Trollet, Islanders (dash-
ing), 11:49; Brown, Chi, Islanders (dash-
ing), 12:11; Kerr, Islanders (interference),
17:33; T. Murray, Chi (holding), 20:00.

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*Answer appears below



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upside down)

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BEGUILING MONOPOLY PUZZLES

☆☆

BY PETER GORDON

These five brain teasers are based on the components of a MONOPOLY game. You won't have to pay rent to play, but you will need to use your mental utilities.

ANSWERS, PAGE 60

TITLE DEED TENNESSEE AVE.	
RENT \$14	
With 1 House	\$ 70.
With 2 Houses	200
With 3 Houses	550
With 4 Houses	750
With Hotel	\$950
Mortgage Value \$90	
Houses cost \$100 each	
Hotels, \$100 plus 4 houses	

WATER WORKS	
If one "W" is owned	rent is 4
If shown on dice	
If both "W"s are owned	rent is 10 times amount shown on dice
Mortgage Value	\$75

B. & O. RAILROAD	
With 1 House	\$25
With 2 Houses	50
With 3 Houses	100
With 4 Houses	200
Mortgage Value	\$100

RENT \$18.	
With 1 House	\$ 90.
With 2 Houses	250
With 3 Houses	700
With 4 Houses	875
With Hotel	\$1050
Mortgage Value \$110	
Houses cost \$150 each	
Hotels, \$150 plus 4 houses	

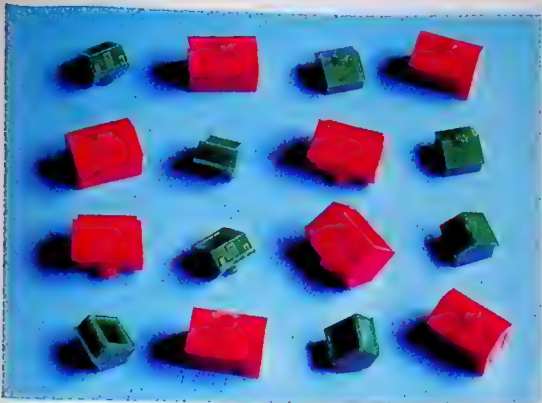
RENT \$10	
With 1 House	\$ 30
With 2 Houses	150
With 3 Houses	450.
With 4 Houses	625
With Hotel	\$750
Mortgage Value \$70	
Houses cost \$100 each	
Hotels, \$100 plus 4 houses	

FOR STARTERS
All but one token is logically connected to the property on which it sits. Which one doesn't belong?

IT'S IN THE CARDS

Divide these Community Chest and Chance cards into three regions, each of which contains five cards, so that when collections are added and payments are subtracted, each region will total the same.

Community Chest INCOME TAX REFUND COLLECT \$20	Chance YOUR BUILDING AND LOAN MATURES COLLECT \$150	Community Chest FIRM SALE OF STOCK YOU GET \$45
Community Chest RECEIVE FOR SERVICES \$25	Community Chest LIFE INSURANCE MATURES COLLECT \$100	Community Chest XMAS FUND MATURES COLLECT \$100
Chance BANK PAYS YOU DIVIDEND OF \$20	Community Chest ADVANCE TO GO (COLLECT \$200)	Community Chest YOU INHERIT \$100
Community Chest BANK ERROR IN YOUR FAVOR COLLECT \$200	Community Chest PAY HOSPITAL \$100	Chance PAY POOR TAX OF \$15
Chance ADVANCE TO GO (COLLECT \$200)	Community Chest DOCTOR'S FEE PAY \$50	Community Chest THE DATE WHO SECOND PRIZE IN A BEAUTY CONTEST COLLECT \$10



FLIP THE FLOPS

By flipping three houses and three hotels, change the setup so that each row, column, and main diagonal has one right-side-up house and hotel, and one upside-down house and hotel.



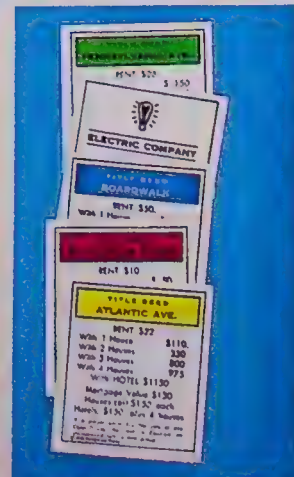
MONEY MAZE

Starting at the \$500 bill in the upper left, move horizontally or vertically to the \$1 bill in the lower right using the following rule: You may move to a bill that is either 10 times smaller than, or the next higher denomination than, the bill you are on.



IT'S MAGIC

Which of the five properties on the right logically belongs in the blank center space?



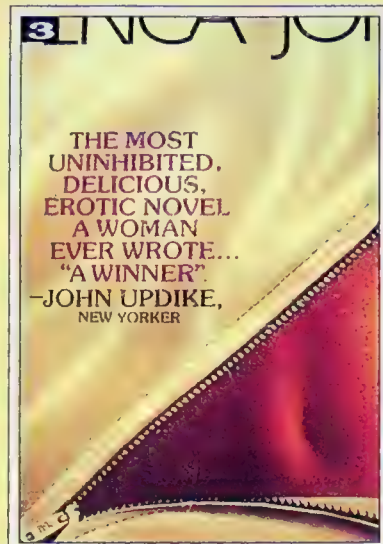
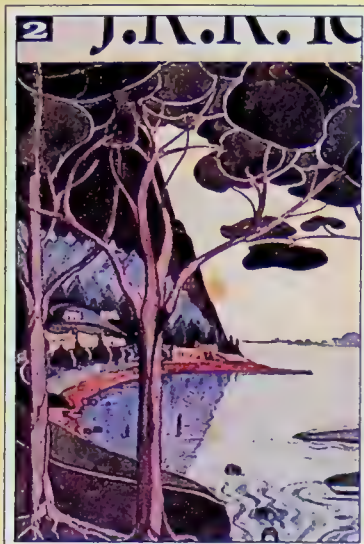
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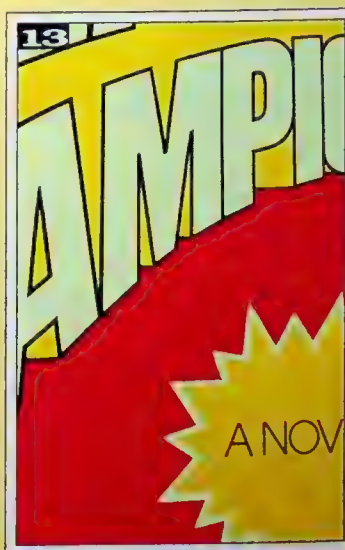
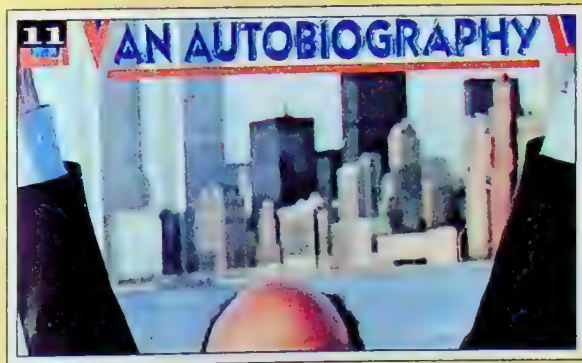
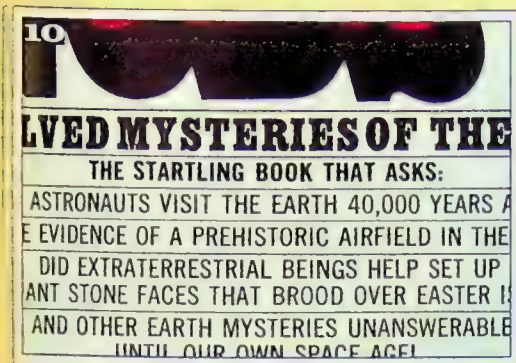
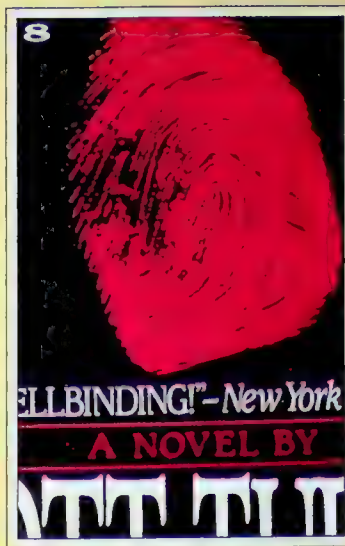
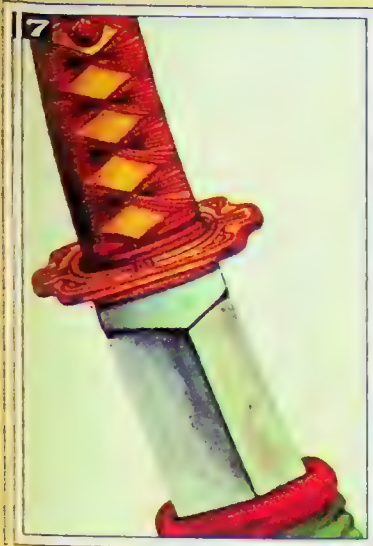
Peter Gordon will play MONOPOLY only if he gets to be the hat.

Jackets Required

They say you can't tell a book by its cover...but how about by part of its cover? Try to name the titles of these bestselling paperbacks of the last few decades.

ANSWERS, PAGE 55





GAMEPLAY

EDITED BY SCOTT MARLEY

GAMES & BOOKS

TOY FAIR REPORT

It's summer now, so you might suppose that toy and game manufacturers are busy designing their new products for Christmas. And you'd be right—if you were thinking about Christmas 1990. What about *this* Christmas? Don't be silly. All the new games and toys for 1989 were revealed several months ago at Toy Fair.

Toy Fair comes to Manhattan every February—this year it was February 13-22. There are other Toy Fairs later in the year in other cities, but the one in New York is the big one, the one everyone in the business plans his or her calendar around. Buyers from toy shops and department stores all over the country come to Toy Fair to choose—and sign the orders for—the toys and games they'll sell this winter.

The biggest companies, like Milton Bradley and Mattel, set up enormous showrooms at Toy Fair. Each new product gets its own little area, appropriately decorated, in which costumed actors demonstrate its features. Here, a party game is played by two designer-dressed couples in a cozy living room set. There, a line of toy soldiers (with umpteen accessories available separately) is hawked by a muscular fellow wearing combat fatigues and camouflage makeup, in a jungle whose palm fronds conceal speakers that pipe in prerecorded grenade explosions.

In these fantasy-ridden rooms, buyers and sellers play an elaborate and expensive game of their own. The average buyer at Toy Fair, deciding whether or not to order Product X, considers many factors that have little to do with the product itself, like how much television advertising the company plans to buy.

One of the more important factors is whether Product X will ever make it to the stores. For, if enough buyers don't order Product X, the company may decide not to manufacture it after all. Buyers don't

want to order Product X if it's never going to show up. But the company may not want to start manufacturing Product X unless enough buyers order it.

So the company does everything it can to give the impression that Product X is already an assured success, while spending as little money as possible. Thirty-seven samples of the product may be on display in the showroom, but those may also be the only thirty-seven the company has made so far. There may be eleven stacks of shrink-wrapped boxes lining one wall, but all those boxes may also be empty.

The commercial for Product X has been filmed, though, and can be seen on a television screen prominently displayed in the room. The commercial is a particularly important factor in the suc-



U-Force

cess or failure of a toy or game, and buyers expect to see it before they place an order. Most companies put their advertising schedules right in their product catalogs.

Toy Fair is divided into two locations. From Monday through Friday (and again the following Monday through Wednesday) it's at the Toy Center, two adjoining buildings on Fifth Avenue where many companies maintain showrooms and offices year-round, as well as at a few adjacent buildings. Then from Friday through Sunday it's at Javits Convention Center, where small companies and companies based out of town rent a few square yards of space in which to display their wares.

Here are just a few of the new games, gadgets, and goodies that were introduced at Toy Fair. We'll review the best of them in upcoming Gameplay sections, as the games become available.

The Toy Center

Space in the Toy Center isn't cheap, so generally only the larger, established companies have offices there. On the other hand, a few small companies rent out corners of other companies' offices just for the week of Toy Fair, perhaps to give the impression of being bigger than they really are.

It was in the Toy Center that I finally saw **U-Force** in action; that's Broderbund's eerie new controller for the Nintendo video game system. (I mistakenly said last issue that there wasn't a working model at January's Consumer Electronics Show; actually, I somehow managed to miss all of the demonstrations.) You control the action on screen by waving your hands in front of the U-Force's screen, without touching it. How does it work? Broderbund isn't telling, and the demonstrator wouldn't let me experiment. U-Force will be available this summer.

The **Power Glove** is another joystick-substitute for the Nintendo, this time by Mattel. It's a glove that lets you control the game with slight hand gestures. Though it lacks the weird mystery of U-Force, it may turn out to be more useful: You can program up to five actions—or even combinations of actions—to be effected by the twitch of a finger. The Power Glove comes out this fall.

Pressman brought back the old game of **Lie Detector**, a beloved childhood memory for many of us baby boomers. The lie detector itself is the best part, a nifty gadget whose needle moves left or right to reveal whether a witness is telling the truth. Win by deducing which of the 24 suspects is guilty, and making an arrest before anyone else.

Milton Bradley's new line of family games included the thrilling **Shark Attack**, in which your frightened little fish is actually chased around the board by a large motorized shark; and **Scattergories**, where the challenge is to think up words that fit certain categories and begin with a particular letter of the alphabet.

Parker Brothers has acquired **Trivial Pursuit**. Among their new games was



Clever Endeavor

Encore, a laidback party game that requires you to recall song lyrics that contain particular words. And **Superstar Lineup Talking Football** is a follow-up to last year's electronic Talking Baseball.

The **Enigma Game**, introduced by TSR, is based on one of World War II's most fascinating secrets: the cracking of the German "Enigma" code by British cryptanalysts. It even comes with a cardboard code "machine" and a plastic cipher wheel. Other new TSR games included **Elixir**, a light-hearted fantasy game in which you race to complete a magic potion; **Maxi Bourse**, a sophisticated stock market game from France; and **High-Rise**, a game of finance and property development. Role-playing gamers will want to get the new second editions of the **Advanced Dungeons & Dragons** Player's Handbook, Dungeon Master's Guide, and Monstrous Compendium.

Men try to think like women, and vice versa, in **Gender Bender**, a new game of role reversal from Games Gang. You try to answer "what if" questions as if you were of the opposite sex, then compare your answers with the opposite-gendered players to see how well you did.

Worlds of Wonder, whose Lazer Tag was a huge fad a few years ago, introduced **Hide 'N Sneak**, an ultrasonic version of hide-and-seek. One player is armed with the "seeker" device; one or two others wear "hider" units. When the seeker is within 50 feet of a hider, and pointed in the right direction, it begins to blink and beep. The closer you get, the faster it blinks. Once the hider unit is activated, it can't be turned off until it's found by the seeker, so cheating is impossible.

Random House's **Luminations** is a pyramid with flashing lights at each corner. When you tilt the pyramid this way and that, the lights change color according to a secret pattern. If you can figure out the pattern and turn all the corners red, you've solved the first level. There are five levels of increasing diffi-

culty. Their **Octopus** is another party game in the Twister style.

Ohio Art, the Etch A Sketch company, showed several new games, mostly aimed at children. **Tic Tac Turn**, though, is a simple strategy game for two that even adults will find challenging. On your turn you can either place a piece on the board or turn one of the board's sections, which may block an opponent's threat or open up one of your own. Their **Dynamike**, too, is a neat gadget: a microphone that can electronically distort your voice in sixteen surprising ways.

You provide the baseball cards when you play **Main Street Baseball**, an electronic game by Main Street Toy Company. The game includes over 100 little stickers you attach to your cards. Each sticker is printed with a bar code that contains that player's real batting average and other stats. You choose your teams and pick your plays, then watch the outcome on the LCD screen.

Pop Secret, by University Games, is probably the first game ever to include popcorn as a component. Players try to guess each other's opinions on favorite foods and similar burning issues. Every right answer entitles you to eat a piece of popcorn from your bowl. The first player with an empty bowl wins. (If you run out of popcorn, the game works almost as well with potato chips.)

TDC introduced **Reminiscing**, "The Game For People Over Thirty." It's a friendly game of nostalgic trivia, with questions drawn from each of the decades from the '40s to the '70s. The **Improv Comedy Game** challenges players to make each other laugh using the gags and punchlines provided.

Javits Center

Many of the companies that displayed at Javits Center were very small, sometimes no more than one game inventor and a prototype. Starting a game company is much harder than most people realize, and many of the new companies seen at Javits Center never make it to their second year. So don't be surprised if a few of these games never make it to your local store.

On the other hand, you also see the most interesting and unusual games here. Big companies like Parker Brothers and Milton Bradley tend to stick to familiar ideas, hoping to appeal to the broadest possible audience. Little companies can survive on smaller profits, and often try to attract gamers who are in search of something new—a small audience, true, but an enthusiastic one.

Given a series of clues like "Spare the rod, and I'm floored," could you come up with the answer—curtains? That's

the point of Mind Games's **Clever Endeavor**.

Jugglebug, which sells juggling supplies, introduced **Volleybird**, which is sort of a hackysack with feathers. It's easy to learn to use the Volleybird, which flies much like a badminton birdie but is designed to be hit with the hands. It's based on a popular Brazilian toy, and Jugglebug hopes it'll prove as popular in the U.S.

Ishi Press, publishers of many English language texts on the Japanese game of go, has just brought out "Shogi World," a quarterly newsletter for players of shogi, a Japanese game similar to chess; and "Chinese Chess For Beginners," one of only a few English language books devoted to that ancient game.

Abalone (reviewed in this issue), subtitled "the sumo game of force," comes to America from France, where it has won a number of awards.

World Bank, by Rural Praxis, Inc., casts each player as head of a third-world nation, trying to pay off its debts, import resources, and expand its economy. Military coups, strikes, foreign aid, and natural disasters can help or hinder your efforts.



World Bank

Mob war was recreated in a card game by Mayfair Games. **Family Business** features an attractively illustrated deck of cards with a '30s flavor.

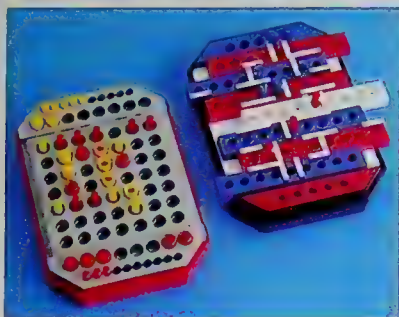
Binary Arts attracted many passersby with its simple and elegant puzzle **Topspin** (reviewed last issue). Sharing the same booth was Toro Import Company. Toro is bringing to America a series of beautiful wooden puzzles from France. The puzzles, many of them astonishingly intricate, are made from good quality hardwood, often with two contrasting woods used in the same puzzle.

Ords is a space adventure game by Alphix and Omecyn Enterprises. Players explore distant solar systems and battle opponents, all on a fluorescent-colored board that seems to glow under black light.

Wrdz, Inc. introduced **WRDZ**, an unusual new word game that plays like a cross between Superghost and

Scrabble. The words you play can have one or more letters omitted; you could play SPEL, for example, thinking of "spell." The next player might insert an I, making SPEIL and thinking of "special." Since you never have to reveal what word you have in mind unless you're challenged, WRDZ is a game of bluff as well as of creative spelling.

Philip Shoptaugh used to be a trum-



Interplay and Shuttles

pet player who invented games to play in the orchestra pit between numbers. Now his game business leaves him little time for trumpeting. His new line of travel games includes **Interplay, Shuttles**, and **Calypso** (reviewed this issue).

Duel, from Bean Enterprises, provides an odd way of settling disputes. The cylindrical device, made of sturdy plastic, has a handle on each end and five shifting rings in the middle. The rings are marked with colored squares. By pulling, pushing, and twisting, each player tries to line up five squares of his or her color first.

—Scott Marley

YOUR MONEY

Gavin Brackenridge & Co., avail. from FSI, P.O. Box 40, Vernon, NJ 07462; \$25, or \$29.95 ppd., or call 1-800-621-1203

This financial game lets you dabble in 10 kinds of investments, from gold to horses. For simplicity, each investment is bought and sold for the same price: \$1,000 per token. Most spaces on the board are marked with the symbols of one or more kinds of investment. When you land on such a space, you gain or lose money if you own any of those investments, and may then buy more or sell those you have.

The number of spaces marked for each investment varies greatly. There are ten spaces, for example, for bonds but only one for commodities. Hard-to-land-on investments are less profitable, and it's best not to invest heavily in them until your assets have grown a bit.

When you land on the appropriate

space, your investment may bring you a profit of \$2,000 per token, a loss of \$500 per token, or something in between, depending on which Economic Times card is showing. This card is only changed when someone rolls doubles or lands on the Economic Times space on the board, so it affects how desirable the various investments are for the next several turns. Because you can't always buy and sell when you'd like to, trying to take advantage of fleeting changes in the economy is risky; it's safer to stick with a diversified portfolio and accept the occasional loss.

Other spaces bring miscellaneous benefits and penalties. You may have to draw an IRS card, sue an opponent, or sell off some of your investments. You may also buy insurance and financial planning on the appropriate spaces. These let you avoid certain penalties during the game. Passing Start earns you a salary of \$1,000 times the number of different investments you own, an artificial but effective way of encouraging diversification.

When the deck of Economic Times cards has been gone through (this usually takes a little over an hour), the game ends, and the player with the most money wins.

A side note: Like a number of recent games, *Your Money* uses on its board the names of real companies like Alcoa and Peat Marwick. This is a curious trend. In the past, game designers would seek permission to use the names of real companies in their games, some-



Your Money

times even offering to pay for the privilege. They were invariably turned down. Now game designers are, in effect, selling advertising space on their gameboards, and they find plenty of takers. It's a funny world.

—Scott Marley

ABALONE

Abalone Games, \$30; call 1-800-666-5040 for information

Abalone owes something to the Japanese sport of sumo wrestling, where the object is to eject the enemy from a marked area. (In fact, the game's original name was Sumito.) The playing field here is a hexagon made up of 61 spaces. Two players each start with 14 pieces, lined up on opposite ends of the board. The object is to push six of your opponent's pieces off the board.

You can move one of your pieces to an adjacent vacant space in any of the six possible directions. Or you can move up to three of your pieces in a row at once, using one piece to push the others ahead of it. No more than three of your pieces may move at a time, and always just one space each turn.

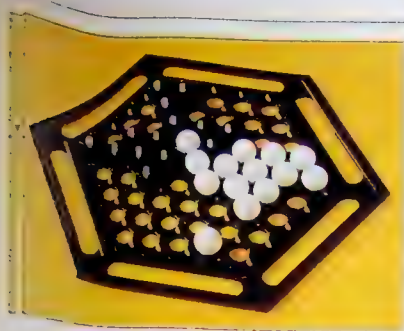
If you move two or three pieces, you can also push a smaller number of enemy pieces that are in your way. Three of your pieces can push one or two enemy pieces; two of yours can push a single enemy piece. There must be a vacant space available to receive the enemy piece at the end of the row—unless you're able to push it off the board entirely, which will bring you one step closer to winning.

These simple rules produce an elegant and surprisingly deep game. Since up to five pieces in a line can change position with each move, the situation never becomes static. Instead, there is a constant flow that will challenge any fan of pure strategy games.

The equipment is of high quality. The pieces are large black and white marbles of a nice size and weight. The board's ingenious pattern of holes and grooves lets you move a whole line of pieces just by pushing the one at the end. Each marble falls into its new space with a satisfying rumble, and without disturbing any of the nearby marbles. In fact, the board is so cleverly designed that it's hard to tell whether the equipment was inspired by the game, or the game by the equipment.

Good strategy seems to involve keeping your pieces in a tight group in the center of the board, while trying to separate the enemy's pieces. With a pair of serious opponents, Abalone can become as absorbing as chess, and can take as long to play, too. But you can shorten the game easily by reducing the number of pieces needed to win. Even a race to push a single piece off the board can make for a satisfying game.

Abalone was invented in France by Michel Lalet and Laurent Levi. The



Abalone

Game has already won a number of awards in Europe. It's easy to see why.
—Sid Sackson

CALYPSO

Shoptaugh Games, 5860 Buena Vista Avenue, Oakland, CA 94618; \$10, or \$12 ppd.

Calypso is a colorful game of three-in-a-row played on a pocket-sized board. It's part of Shoptaugh Games's new travel series, but, unlike the other games in the series, isn't available in a larger edition.

Two players take turns placing their pieces on the board (a five-by-five grid with the corners removed). The first to get three pieces of the same color in a row, either across, down, or diagonally, wins. The novelty is that you can use your opponent's pieces as well as your own to form the line of three.

You and your opponent each start with seven pieces. Each piece can show one of two different colors, depending on which side is up. Six of the pieces have colors of the spectrum; for example, one piece is red on one side and orange on the other, while another is yellow and green. The seventh piece is brown on one side and white on the other. Each piece is also marked on each side with a small black or a white dot to show whose piece it is. Each player may only move his or her own pieces; the dots play no other part in the game.

On your turn you may place one of your pieces in any space on the board, with either color showing. Or, if you prefer, you may move one of your pieces already on the board. You may either move it to a new space, leaving the same color face up, or you may turn the piece over to show its other color, leaving it in the same space.

You may not move your brown-and-white piece onto the board until you've played your other six pieces. The brown side has no value, and cannot be part of any line of three. The white side is wild, and can stand for any color as part of a

line of three. (Only one wild piece can be part of a winning line.)

The tactics in Calypso are unusual and interesting. Since you have only two pieces that show each color, your winning line must include either your wild piece or one of your opponent's pieces. Simply plunking down your two purple pieces, say, won't work, since your opponent will play a third purple piece and win before you can. Stealth is needed. A better ploy is to play one of those pieces with the purple side down. Then when the line is set up, you are the one who turns over the piece and actually completes it. But of course your opponent will probably figure out what you are up to, and find some way to block you. So you'll need to set up multiple threats to force a win.

There is plenty of opportunity for



Calypso

thoughtful play, yet a game of Calypso takes only five or ten minutes. The spaces on the board are holes which keep the pieces from moving in case the board is nudged. You can see at a glance what color is on the underside of each piece, so you don't need to rely on your memory. Everything is made of good sturdy plastic, and when you're not using it, the game fits snugly inside a vinyl pouch.

Two other excellent Shoptaugh games, Shuttles and Interplay, are also available now in travel sets of similar good quality.

—Scott Marley

NEW CHESS VARIANTS

Choiss (Choiss, 720 Spadina Avenue, Suite 509, Toronto, Ontario, M5S 2T9, Canada; deluxe set \$39.50 ppd. (U.S. funds); or board set, \$29.50 ppd.) is one of the best commercial chess variants I've seen in years, both in its play and in the quality of its components. The deluxe version of Choiss (pronounced "choice") comes with a standard set of full-size, nicely weighted plastic chess pieces. The board comes as 64 individually molded squares, (32 white and

32 green) which fit together easily—and with remarkable precision—by means of slots and tabs on their sides. This mechanism lets you construct countless board configurations (as well as a standard 8x8 board, if you wish).

In basic Choiss (several other interesting variations are outlined in the rules), you start by connecting four squares to form a 2x2 grid, with colors crisscrossing as on a chessboard, and placing this grid on a table. Then, in turn, you and your opponent add squares to the table, one at a time: One player adds only white squares, the other only green, and squares must always be placed next to a previously placed square of the opposite color. The board will usually turn out to be quite irregular, with jagged edges and holes in the middle.

A "No-Man's Land" marker is placed alongside the center one or two ranks of the board. You and your opponent then take turns placing first your pawns, then your pieces, one at a time, on your side of the board. You may not set up pieces in No-Man's Land.

Finally, you play chess in almost the usual way. Pawns may only advance one square initially, and there is no castling move. The most important special rule is that "holes" in the board block the movement of all pieces except knights. (As a result, knights are much stronger than usual, relative to the other pieces.)

You have to think carefully and creatively in every phase of the game. Clever square placements can wreak havoc



Choiss

with your opponent's side of the board, making it difficult for him or her to find a good piece arrangement. During play, it's important not to put too much faith in strategies that work in normal chess, as any good plan must take careful account of the board's geometry.

By combining two or more Choiss sets, you can create boards of any size and shape, which can be used to play hundreds of different chess variants. And if you want extra squares, you don't have to buy another deluxe set, since Choiss also offers a board set, with

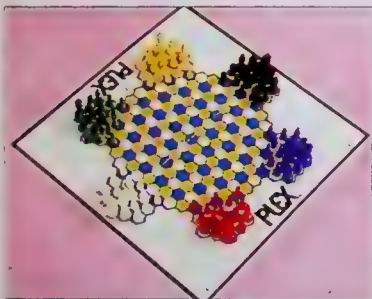
squares, No-Man's Land marker, and rules (you supply your own pieces).

There are two ways to enjoy **Plex** (The Wickett Works, P.O. Box 24, Natrona Heights, PA 15065; \$22.95 ppd.): as a not-too-serious cutthroat game of strategy and diplomacy, or as a highly demanding two-player or two-team game of pure strategy.

Plex is played with anywhere from two to six contrasting sets of chess pieces. (Those that come with the game are unweighted and made of inexpensive plastic.) Pieces maneuver on a three-colored board of hexagons, arranged to form a modified six-pointed star.

As in most other forms of hexagonal chess, pieces move in ways that are analogous to moves on a square board—e.g., rooks move along rows of hexagons that share edges, while bishops travel along the "diagonals" highlighted by the board's color scheme.

Rules are given for two to six players. The cutthroat versions for three and five players, as well as the three-team version for six players, should not be taken



Plex

too seriously. They suffer from the unavoidable problems of multiplayer "every-man-for-himself" chess variants: The only sensible strategy is the dull one of avoiding piece exchanges (since two players who trade pieces fall behind the other players in material); and the game eventually reduces to a position in which one player, knowing he or she must lose, gets to choose arbitrarily which of the other players will win.

But the two-player and two-team versions are pure strategy games of great complexity, and are highly interesting. Two players will also find it an enjoyable challenge to play either the four-player or six-player version, with each player controlling two or three armies.

Plex is not a particularly original game, as there have been numerous other multiplayer chess games, including several with hexagonal boards. But with its simple, well-conceived rules, it is a worthwhile addition to the game collection of any chess variant fan.

—R. Wayne Schmittberger

ELECTRONIC GAMES

FROM SCREEN TO SCREEN

Answer: Computer simulations of TV game shows.

Question: What has been arriving en masse in software shops?

Eight of them, to be exact: Jeopardy!, Classic Concentration, Wheel of Fortune, Family Feud, Hollywood Squares, Double Dare, Card Sharks, and Win, Lose or Draw. I've added a ninth here—Nintendo's *Anticipation*—although, strictly speaking, it's a video game, not a computer game, and not based on a game show.

Win, Lose or Draw is available for the Apple II series (128K), Hollywood Squares for the Apple II and IIGS. Jeopardy! and Family Feud are available for Apple II, Commodore 64/128 and IBM computers. All the others are for the Commodore.

You can play most of these games solitaire against computer opponents (only the "physical challenges" of Double Dare require a live opponent), but that's about as rewarding as playing chess with your dog, and I don't care how smart he is. These shows were conceived as competitions, and that's how they should be played, with living, breathing opponents.

Competition, however, introduces a little problem: two players, one keyboard on which to type answers. Jeopardy!, Wheel of Fortune, Family Feud, Hollywood Squares, Card Sharks and Double Dare all require the use of the keyboard by both players, sometimes simultaneously. If you can arrange it so that competitors can get to the keyboard without knocking over the chips 'n' daps or breaking a leg, you're a lot neater than I am.

Since the home versions can't give us what the TV shows can—odd or charming contestants, an excited live audience, celebrity panelists, the reality of somebody just like us becoming suddenly rich—they must stand or fall on the inherent interest of the questions or the game format or both. Some just don't make the transition well from TV screen to computer screen.

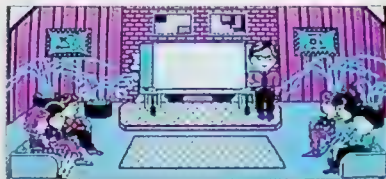
On TV, **Hollywood Squares**, (GameTek, \$45) relies heavily on the wit of professional panelists giving joke answers to silly questions. Without the panelists, the jokes fall flat, and the game's for-

mat—a tic-tac-toe game—is too weak to carry the load alone.

Double Dare (GameTek, \$45), on TV, features funny physical challenges, like trying to golf an egg into a hard-to-reach cup. What's funny—if your taste runs to broad humor—is watching real people trying to do the stunt and breaking a lot of real eggs and being real embarrassed and all. At home, no eggs are broken, nobody laughs, we're not embarrassed, nothing's at stake, who cares.

The TV version of **Card Sharks** (Share Data, \$13), featured cliques of audience members simultaneously shouting "Higher!" "Lower!" "Freeze!" Contestants tried to guess the results of a survey; if they guessed right, they could try to win prizes by guessing whether the next card shown would be higher or lower than the previous card. Did you like that show?

On **Win, Lose or Draw** (HiTech Expressions, \$13), teams of great-looking young actors and models disport themselves drawing pictures and shouting answers in a picture-charades game similar to Pictionary. In the home version, the computer draws the pictures for the players to identify. But everybody needs access to the keyboard at the same time, and it doesn't help that the keyboard is sporadically unresponsive while the computer is drawing. The drawings themselves are



Win, Lose or Draw

often unclear. Good idea, weak execution.

Which brings me to **Anticipation** (Nintendo, \$35). Though also a picture-charades type of game, this Nintendo cartridge is not based on the above-mentioned TV show but on a question-and-answer board game in the style of Trivial Pursuit. Players earn the right to move around the board by correctly identifying drawings within a time limit. Colors on the board represent the categories of the drawings. Collecting all four colors advances you to the next, harder, level. The drawings here are done in broad strokes, accompanied by a jaunty selection from the Conservatory of Uncredited Tune Experts (C.U.T.E.). Two joysticks are used, so there's no crowding. It's a more challenging game than you might think and the board-game element works well, even played

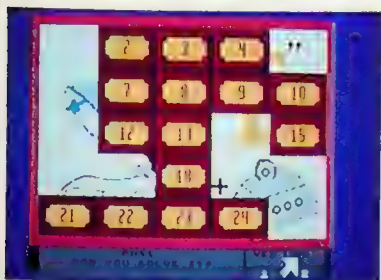
solo.

Family Feud (Share Data, \$13) lacks, of course, the actual families. But you can use yours, which is even better. The structure of the game—contestants try to name the same answers to a given category that a surveyed group had chosen—is strong, and many categories are surprisingly hard to complete.

The home version of **Wheel of Fortune** (Share Data, \$13) loses only Pat Sajak—and Vanna White—for good or ill. The glitzy TV production after all adds nothing to a fundamentally sound game (which explains why the board-game version and the syndicated newspaper puzzle are so popular). This is an excellent party game for teams.

So is **Jeopardy!** (Share Data, \$13), with its good variety of questions—or do I mean answers—and strong game format. Some questions are hard, but overall the difficulty level is lower than that of the TV show. Player access to the keyboard is necessary, but if this is not a problem at your place, put Jeopardy! at the top of your software wish-list.

Classic Concentration (Share Data, \$13) is good fun, too, just like the TV game show (though the rebuses seem easier to solve). The final round, played under a 35-second time limit, is a real heart-pounder. Let us bow our heads in



Classic Concentration

thanks to the person who decided to make this a joystick-operated game.

So lay in a supply of your favorite nosh and throw a computer party. Invitations may be sent to me here at GAMES. I can't stand guacamole, but barbecue chips are fine.

—Burt Hochberg

TWO FROM SIERRA ON-LINE

Sierra On-Line is an innovative software company pushing the computer game beyond the text-adventure-with-graphics, toward what they call an "interactive movie." With these two new and very different games, Sierra takes us much

closer to that goal.

The Perils of Rosella (\$50) is designer Roberta Williams's latest addition to the wildly successful King's Quest series of graphic adventures. With over three megabytes of computer code, it's claimed to be the largest computer game ever produced.

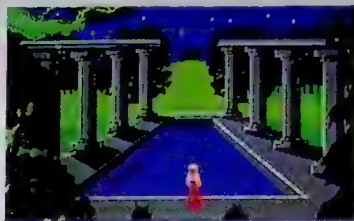
The game opens with a ten-minute animated cartoon that tells of the evil that has overtaken King Graham's realm, and the need for his daughter Rosella to don the adventurer's cap in search of a magical talisman and a very special apple.

The player manipulates Princess Rosella, disguised as a peasant, through screens of stunningly detailed animation. She meets hard-working, albeit messy, dwarfs (guess how many), climbs to an evil warlock's castle, swims to an island enchanted with fairies, and is swallowed by a whale. Peacocks preen, a bird tugs doggedly at a recalcitrant worm, minstrels strum, and a unicorn canters away nervously.

Rosella's quest takes her through an exciting and refreshingly nonviolent adventure that draws inspiration from the world of fairy tales. Even very young children will enjoy playing alongside an adult, but this is no children's game.

The game also comes with 40 minutes

of original music written and performed by William Goldstein, composer for *Fame* on film and TV. A more graphically detailed version is available for the



The Perils of Rosella

faster IBM machines, and the game supports a variety of soundboards for full-spectrum synthesized music.

Manhunter New York (\$50) is a decidedly darker game, full of grim humor, and one of the most involving computer games I've played.

Strange orbs from outer space have taken over, ruling earth with the help of human quislings. All humans wear monk-like cowls to protect themselves from the polluted environment. You start the game as a Manhunter. Armed with a computer tracking device, you search for human renegades who are fighting the alien rulers. Your true loyalties are divided: sympathetic toward fellow

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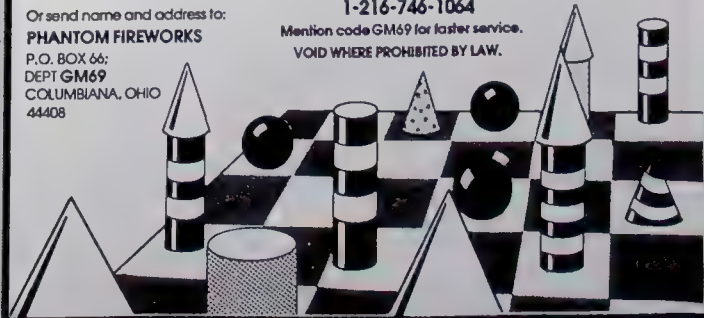
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Manhunter New York

humans, but scared by the omnipresent orbs. You have to be careful lest the alien overlords flash on what you're doing.

Much of the action takes place in Brooklyn. As an old Flatbush boy, I enjoyed visiting a seedy Coney Island, a deserted Prospect Park, and an establishment called the Flatbush Bar. Each scene presents problems to be solved: How do you play the knife game in the bar? How do you use the w.c. in the park to "disappear"? How do you win the kewpie doll at Coney?

The solutions usually involve arcade-style games-within-the-game. Most are entertaining; a few are exasperating. Manhunter requires very little typing, as you can command your movements and manipulate items simply by the use of the joystick.

And don't worry about getting hopelessly stuck. Sierra On-Line has a handy hot-line number that can efficiently supply two clues per call, and clue books are also available. But give yourself plenty of time to explore and learn what you can on your own before you call for help. These games have some wonderful surprises in store.

—Matthew Costello

BATTLE CHESS

Interplay; \$50

Of the leading computer chess programs, Sargon 4 and Chessmaster 2100 play the strongest game and offer the most features. But no other chess program is as beautiful, or as funny, as Battle Chess.

The game's designers, taking full advantage of the graphic capabilities of the Amiga computer (it's now available for the IBM and Atari, too), have created a fantastic medieval battle with armored pawns and knights, wizardly bishops, rooks that transform themselves into hideous beasts with glowing eyes and nasty dispositions, and awesomely powerful queens and kings. The queen, by the way, has a figure to die for and there's more implied in the way she walks than words can convey (at least in a family magazine).

Although the 3-D graphics and animation of Battle Chess are sensational, they eat up computer memory that would otherwise have been available for increasing the program's playing strength. For those who are learning the game, especially children, and for grown-up woodpushers who like to win once in a while, I can enthusiastically recommend Battle Chess. If you take your chess seriously or are a strong player, or if you want to be able to print out game scores or play clocked, tournament-style games, I suggest you buy Sargon or Chessmaster first—but then get Battle Chess for the most fun you'll



Battle Chess

ever have playing computer chess.

Battle Chess also includes a two-dimensional format with an exquisite traditional chess set. This is better for more serious play: The pieces are easier to distinguish and play is much faster. You can also play Battle Chess by modern.

—Burt Hochberg

CARD GAMES

M.J.'S MOUNTAIN

John Nowell, a retired aerospace engineer from Long Beach, CA, invented this outstanding solitaire card game for his six-year-old grandson, "M.J."

OBJECT To build a completed card "mountain" with as many cards remaining in the pack as possible.

PLAY Shuffle a standard deck of 52 cards. Deal seven cards in a row, face up, to form the base of the mountain:



Turn over the remaining cards one at a time. Each card may be played on top of two adjacent cards in the mountain to form higher rows (in pyramid fashion) as follows:

(1) matching the suit of both base cards;



(2) matching the number of both base cards;



(3) forming a three-card sequence with the two base cards;



or (4) matching the suit of one base card and the number of the other.



Aces are wild and may be played at any location. When building on an ace, you can consider it to be any card in the deck, and you can change its value when building a second card on it.

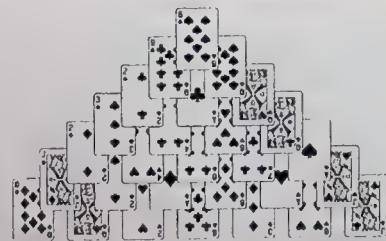
Cards that can't be played are put face up in a discard pile. The top card of the discard pile may be played to the mountain at any time. Once played to the mountain, a card can't be repositioned.

SCORING Play continues until the mountain is completed or the pack is exhausted. You have won only if you complete the mountain.

Completing the mountain with 0 - 5 cards remaining in the pack is good, with 6 - 10 cards is excellent, and with more than 10 cards is outstanding.

A perfect game would leave 24 cards remaining. The current known record is 17. Can you beat it?

A COMPLETED MOUNTAIN:



EDITED BY MIKE SHENK

IN OTHER WORDS

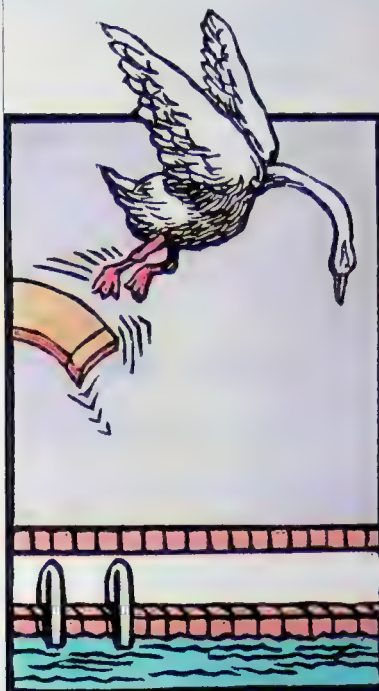
GREEK 101

You don't need to know Greek to take this test—just match the 15 Greek words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Greek you know.

1. *agnostos*
2. *ekleepsees*
3. *eoneeos*
4. *erotas*
5. *fournos*
6. *heerografon*
7. *kleptees*
8. *kosmos*
9. *meekros*
10. *neoselektos*
11. *nomadeekos*
12. *porneon*
13. *seesmos*
14. *thermokeeppeon*
15. *zefeeros*

- a. breeze
- b. brothel
- c. disappearance
- d. earthquake
- e. greenhouse
- f. love
- g. manuscript
- h. obscure
- i. oven
- j. perpetual
- k. recruit
- l. roving
- m. thief
- n. trivial
- o. universe

—Ruth Freedman



TRIVIA

HOW SOON WE FORGET

You probably remember that Bashful, Doc, Dopey, Grumpy, Happy, Sleepy, and Sneezy were Walt Disney's Seven Dwarfs. But who were Bashful (Inky), Shadow (Blinky), Speedy (Pinky), and Pokey (Clyde)?

—Louis Phillips

WORDPLAY

SWAN DIVES

Here are three word puzzles, all based on the phrase SWAN DIVE.

1. Change the word SWAN into the word DIVE in seven steps by changing one letter at each step to get a common, uncapitalized word. The order of letters should not change from step to step.

2. Reduce the phrase SWAN DIVE to a single letter in seven steps as follows: At each step, drop one letter and rearrange the rest into a common, uncapitalized word. No word should be a form of the preceding word.

3. How many words of three or more letters can you form by selecting letters from SWAN DIVE in left-to-right order, though not necessarily consecutively. SAVE is fine, since its letters appear in that order, but NAVE is not. We found 15 common, uncapitalized words.

—Mike Shenk

NUMBER PLAY

SUMMER SPORTS

Each letter below stands for a different digit from 0 through 9. Can you crack the code? (The solution is unique.)

$$\text{TEAM} + \text{MEET} = \text{GAME}$$

$$\text{MAN} + \text{AT} + \text{BAT} = \text{STIR}$$

—Virginia McCarthy

TEASERS

M&M'S

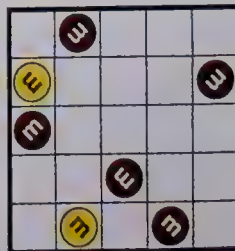
I had 25 m&m's (10 brown and 15 yellow) and spread them out on the table in a five-by-five square. Just before the phone rang, I noticed that every row, column, and main diagonal contained exactly two brown m&m's.

When I got back, I discovered that

some scoundrel had eaten all but seven of the m&m's, the five brown and two yellow ones you see in the diagram at right.

If I give you 13 more yellow m&m's and 5 brown ones, can you reconstruct my original layout?

—Bob Stanton





TRIVIA

MASTER CRIMINALS

Many fictional heroes are so much bigger than life that they must be opposed by supervillains. Can you identify each of the master criminals described here?

1. Known as the "Napoleon of crime," he tried to throw Sherlock Holmes over the Reichenbach Falls, but fell himself instead.

2. This bald scientific genius wanted to rule the world and destroy Superman—not necessarily in that order.

3. James Bond's most persistent foe and the head of SPECTRE, he was originally seen in the movies as a hand stroking an exotic white cat.

4. Known as the "Clown Prince of Crime," he was one of Batman's oldest and most garish enemies.

5. A Chinese genius who planned to conquer the world with combination of super science and ancient

oriental mysticism, he found his plans constantly thwarted by Sir Denis Nayland Smith.

6. Already emperor of his own world, this cruel ruler would have conquered Earth were it not for the efforts of Flash Gordon.

7. Though a diminutive man, he was an intellectual giant who operated in the Old West; he frequently clashed with Secret Service agent James West.

8. The Dark Lord of the Sith, he was a Jedi knight until seduced by the dark side of the Force into joining the Emperor in his battle against Luke Skywalker and the other rebels.

9. An Old West outlaw, his Hole-in-the-Wall Gang ambushed a group of six Texas Rangers, leaving them for dead; one survived and became the Lone Ranger.

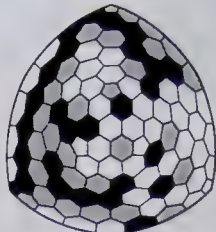
—Steven Wienke

STRATEGY

Y NOT?

In Craig Schensted's game of Y, two players use pencils of different colors. Each player in turn colors in one space on the board. The object is to connect all three sides of the board with a single path of one's own color. Each of the three corner spaces is considered to be connected to both of the sides it touches.

In this game-in-progress, it's Dark's turn. Which space should Dark color to be sure of winning?



—R. Wayne Schmittberger

LOGIC

FOUR PSYCHICS

Four noted psychics named Arabella, Belinda, Carmen, and Eddie got together one evening for a few drinks. After a time, a clairvoyant mood came over the quartet and they agreed to hold a friendly competition. Each of the four, it was decided, would summon his or her psychic powers and make a prediction about the near future of one of the others at the gathering.

Arabella went first. Closing her eyes and assuming an expression of almost painful concentration, she predicted: "Belinda, you will soon fall out of a window onto the awning of a pawnshop owned by a Swede named Ingmar." Belinda went second. She placed her tightened fists on her temples and predicted:

"Carmen, you will marry an ex-saxophone player with six fingers on each hand." Carmen went third, and with a remote look in her eyes she predicted: "Eddie, you will accidentally swallow a gypsy moth while yodeling a Bavarian mountain song." Eddie was last to take a turn, and after sitting in utter silence for many minutes, he finally prophesied: "Arabella, you will *not* swallow a gypsy moth while yodeling a Bavarian mountain song." It was debated whether this should count as a prediction, but Eddie swore it was the best he could do; so the four friends toasted one another's health and parted ways.

One week later, they reconvened and compared experiences. Their

psychic gifts had not altogether failed them, it seemed, for one among them had indeed swallowed a gypsy moth while yodeling a Bavarian mountain song; one had married an ex-saxophone player with six fingers on each hand; and, as it happened, two of the four friends had fallen out of a window onto the awning of a pawnshop owned by a Swede named Ingmar. But alas, their visions of the future had been slightly skewed, for the only person whose prediction was wholly true was the person who had ended up marrying an ex-saxophone player with six fingers on each hand.

What experience did each of the psychics undergo?

—Emily Cox and Henry Rathvon

CONTEST RESULTS

FROM JANUARY

WISH YOU WERE...WHERE?



Readers delved into atlases, checked encyclopedias, leafed through travel brochures, and even studied European street maps looking for the answers to our "Wish You Were...Where?" contest. The object was to identify 15 postcards that had their place of origin obscured. Entries came from all over the world, including Australia, Denmark, East Germany, Finland, Greece, Holland, Hungary, Italy, Jamaica, Mexico, Norway, and Vanuatu. In all, we received 1,800 postcards, which were required to say "Greetings from," depicting 48 different states (all but Delaware and Mississippi), 21 foreign countries, and even the Moon and three planets.

The correct answers (parts in parentheses were not necessary) were:

1. San Antonio (Texas)
2. St. Louis (Missouri)
3. Washington (State)
4. Hamburg (West Germany)
5. Brighton (England)
6. Ireland
7. New York (New York)
8. Cambridge (Massachusetts)
9. Grenada (West Indies)
10. London (England)
11. Budapest (Hungary)
12. Baltimore (Maryland)
13. Århus (Denmark)
14. New Mexico
15. Japan

Duplicates of seven of these postcards, including the postcard from Japan, were sent in by contestants.

The Århus postcard was the one most often missed. Many entrants tried Copenhagen, the capital of Denmark, after determining that "Hilsen fra" was Danish for "Greetings from." Many contestants also misidentified the Cambridge postcard as Boston, not recognizing the campus of M.I.T. and the Longfellow House on the right, and Harvard University and Harvard Square on the left. The Baltimore card was also missed by quite a few people. It showed Fort McHenry, birthplace of "The Star-Spangled Banner," and a 1970s skyline of Baltimore, which had the word "Lehigh" on the smokestacks. This misled many people into guessing places in Pennsylvania. Just over 500 of the entries correctly identified every card.

The \$500 grand prize winner, chosen from the correct entries, is Edward Spires, of Rochester, New York. Runner-up prizes of a GAMES T-shirt go to: Helen Bonns, Arlington, MA; Lee and Pam Fenner, APO, NY; John Glenn, Evanston, IL; the Klaubert Family, Flemington, NJ; and Susan Waddell, Phoenix, AZ.

—Peter Gordon

FROM FEBRUARY/MARCH

IMPERFECT TEN

With over 145 million possible legal entries, we didn't expect that over half the entries to "Imperfect Ten" would tie for the top score. Yet 56% of the 7,400 mathematically inclined readers who entered this contest—by placing the digits 0 to 9 in a grid and appropriately adding and dividing to come as close as possible to 10 without hitting it exactly—found one of the 64 possible winning entries that tied with $9^{35/36}$. All of these had a vertical total of 324, which was used to break ties, so a random draw was needed to determine the winners. In the winning grid (shown below) the 0 and 2, 1 and 3, 4 and 5, 6 and 7, and 8 and 9 can all be interchanged and still yield the same result. In addition, the whole grid can be flopped about the center vertical line.

A number of readers came closer to 10 but broke one of the rules of the contest. Their grids weren't symmetrical, had a row or column without a black square, or did not use every digit once. One reader placed the digits 0, 1, 3, 4, and 6 all in one box in the form of $1/6340$. This gave him a final score of $9^{575477/575486}$ —very close to 10, but not close enough to the rules.

The winner of the ten-speed bicycle, chosen at random from the tied entries, was Wyatt Riley of Palo Alto, California. Runner-up prizes of a GAMES T-shirt go to the following: Terri Anthony, Brodheadsville, PA; Ann Baird, Takoma Park, MD; William Beall, Santa Barbara, CA; Jim Francis, Seattle, WA; Rorke Haining, Seattle, WA; Sam Levine, Newton, MA; Robert J. Margraf, Green Bay, WI; Kapil Narale, Mississauga, Ontario; Richard R. Renner, New Philadelphia, OH; and Christopher J. Vogt, Marina del Rey, CA.

—Margot Seides

The winning grid

		8	5	9	7	7	
738	←	8	3	7	→	837	
52	←	2	5		→	25	
4	←			4	0	→	40
916	←	6	1	9	→	619	
		8	8	6	5	2	7

Left-to-right total = 1,521

Right-to-left total = 1,710

Horizontal total = 3,231

Down total = 153

Up total = 171

Vertical total = 324

Score = $3^{231/324} = 9^{35/36}$

ANSWERS

4 YOUR MOVE

Stay Tuned

Each word is taken from the beginning of the name of a musical performer who is known by just one name: Madonna, Liberace, Blondie, Meatloaf, Sade, Odetta, Charo, Donovan, and Mantovani.

Cinematic Synonyms

1. *The Color Purple*
2. *Jaws*
3. *The African Queen*
4. *Gone With the Wind*
5. *Star Wars*
6. *Legal Eagles*
7. *War and Peace*
8. *Goldfinger*
9. *Crimes of the Heart*
10. *Moonstruck*

Rhythms of the Island

The correct solution is below:

```

  3 2 0 4 0
+ 4 1 3 7 3
-----
  7 3 4 1 3
  
```

Typing Test

The typist sorted the labels according to the finger on the keyboard. Stack A uses only letters on the right-hand side of the typewriter. Stack B uses only left-handed letters. Stack C alternates from left to right hands. Stack D alternates from right to left hands.

Briefly Stated

1. Massachusetts
2. Indiana
3. Connecticut
4. Mississippi
5. Montana
6. Illinois

42 EYEBALL BENDERS

(Author's names appear in parentheses.)

1. *Hawaii* (James Michener)
2. *The Hobbit* (J.R.R. Tolkien)
3. *Fear of Flying* (Erica Jong)
4. *Eye of the Needle* (Ken Follett)
5. *Bright Lights, Big City* (Jay McInerney)
6. *I'm OK—You're OK* (Thomas A. Harris)
7. *Shogun* (James Clavell)
8. *Presumed Innocent* (Scott Turow)
9. *Jonathan Livingston Seagull* (Eric Segal)
10. *Chariots of the Gods?* (Erich von Däniken)
11. *Mayor* (Edward I. Koch)
12. *The Shining* (Stephen King)
13. *Breakfast of Champions* (Kurt Vonnegut, Jr.)
14. *Papillon* (Henri Charrière)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for InterGlobal Technologies and appeared on page 13. Photo by George Glod/Superstock.

28 FLOATING STOCK

The objects worth taking are: the stapler (1), darts (7), exercise bicycle (8), yo-yo (11), vacuum cleaner (12), and mousetrap (15) (though the chances of catching any mice are pretty slim). Surprisingly, a candle (3) does not burn in microgravity. A ballpoint pen (10) needs gravity to keep the ink flowing (astronauts do use special ballpoints, which contain pressurized liquid nitrogen to push the ink toward the point). Bathroom scales (13) measure weight, so would be of no use in a weightless environment. A pepper mill (9) will only grind when the corns are pressed by their own weight against the blades. The pendulum of a grandfather clock (5) would not swing as it should for the clock to keep time. The stylus of a record player (14) would not stay in the groove. Water in a coffee maker (6) would still be forced into the coffee grounds but would not necessarily fall through into the jug. An egg timer (4) would be no good for obvious reasons. The action of all piano keys relies on lead weights to return the keys to their original position once they are struck, so a piano (2) would not play in zero gravity.

27 HOW SWEET!

C	A	N	C	E	L	D	O	T	H	J	A	R
O	T	O	O	L	E	A	R	O	O	A	G	E
A	T	O	M	I	C	N	E	O	N	M	I	S
T	A	K	E	T	H	E	C	A	K	E	S	R
						T	E	E	M	E	D	
L	O	C	O			I	R	S		M	R	S
A	R	R		E	A	R	S		P	O	I	S
C	A	E	S	A	R	S		H	O	O	S	I
E	L	A	P	S	E		D	O	W	N		O
				M	A		B	E	N		S	N
S	U	P	R	A		O	B	O	I	S	T	
L	S	U		S	U	G	A	R	C	O	A	T
U	H	F		P	S	A	T		O	N	L	I
R	E	F		I	N	R	E		M	A	I	D
S	R	S		E	A	T	S		E	R	N	E

12 LOGIC

The Search for Wyssop

Laffa is the island in the center.

The Tribes of Laffa

The Bunnids occupy the north peninsula; the Hivshaws occupy the east peninsula; the Wuwus occupy the south peninsula; the Fritrals occupy the west peninsula; and the Nankipanks occupy the island's center.

The Pharaoh's Tomb

The liars are N, NE, E, and S; the truth-tellers are SE, SW, W, and NW; and the keystones are NE and S.

The Five Cities

In historical order, from most ancient to most recent:

Rhovan, in the Hivshaws' territory, was excavated third.

Klava, in the Bunnids' territory, was excavated second.

Stellor in the Fritrals' territory, was excavated fourth.

Corypsia, in the Nankipanks' territory, was excavated fifth.

Eglantia, in the Wuwus' territory, was excavated first.

30 DSZQUPHSBNTI

1. CRYPTOON. Come quick! The couple that did so badly on "The Newlywed Game" is now on "Divorce Court!"
2. QUITE A LIKENESS. "There is a reason people look the way they do. The face one wears has been earned through perseverance."—Al Hirschfeld
3. SO LONG, AGO. The term "good-bye" was etymologically whittled down from the one-time farewell "God be with ye."
4. SIMPLE DEDUCTION. Sherlock, examining empty grave, tells Watson, "There's an underhanded undertaker underfoot—understand?"
5. COUNTDOWN. Five-star reviewer enters four-star theater, sees Tri-Star picture, hates its two stars, gives it one star.
6. GLUG, GLUG. Aquatic athlete says now-stagnant career started out swimmingly, took a dive, went down the drain.
7. ENVIRONMENTAL WARNING. Great treed areas, today being razed, might upset vital ozone layer later, doing Earth havoc.

34 DOUBLE CROSS

- A. RECKLESS
- B. IF I FELL
- C. CHECKERS
- D. HERCULES
- E. AULD LANG SYNE
- F. RECOLLECT
- G. DA DOO RON RON
- H. VALKYRIE
- I. AGINCOURT
- J. LOWELL
- K. EJECT
- L. RESPECTABLE
- M. IRRAWADDY
- N. AWESOME
- O. NEFERTITI
- P. IRENE DUNNE
- Q. WESTERNS
- R. ISLAM
- S. TYPESET
- T. HELICOPTER
- U. HOWLERS
- V. EDD BYRNES
- W. NIXON
- X. RAYS
- Y. YO-YO MA

[Henry Kissinger] held a...news conference at San Clemente. The answers were all very serious...so I asked... "Do you prefer being called 'Mr. Secretary' or 'Dr. Secretary'?"

"I don't stand on protocol," he replied. "If you will just call me 'Excellency' it will be okay."—Richard Valeriani, *(Travels) With Henry*

26 CROSS-O

1. FRUIT: Cherry, Banana, Orange, Kumquat
2. JEWEL: Diamond, Emerald, Topaz, Amethyst
3. HAIRDO: Beehive, Poodle, Pageboy, Marcel
4. METAL: Cobalt, Yttrium, Silver, Nickel
5. INVENTOR: Whitney, Edison, Marconi, Morse
6. SITCOM: *F Troop*, *Alice*, *Roseanne*, *Cheers*
7. CURRENCY: Ruble, Dollar, Drachma, Pound
8. DESSERT: Eclair, Sherbet, Pudding, Jell-O

WILD CARD ANSWERS

33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Germany (me angry)
- 5 Emirate (me + irate)
- 9 Abysmally (operA BY SMALL Youth)
- 10 Ad-lib (bald l)
- 11 Islet (is + let)
- 12 Ostriches (lost - l + riches)
- 13 Gringo (go + ring)
- 15 Sagacity (saga + city)
- 18 Pastoral (past + oral)
- 19 Meteor (meter + O)
- 22 On the rise (iron sheet)
- 24 Strip (S + trip)
- 25 Enter (center - c)
- 26 Bumpiness (pines + bums)
- 27 Banshee (has-been)
- 28 Sleuths (hustles)

DOWN

- 1 Grating (G-rating)
- 2 Royalties (story a lie)
- 3 Admit (a + D + MIT)
- 4 Yellow (yell ow)
- 5 Egyptian (tangy pie)
- 6 Inanimate (inane + l + mat)
- 7 Allah (a + hall)
- 8 Embassy (may be + SS)
- 14 Good Earth (goo dearth)
- 16 In earnest (l + near + nest)
- 17 Variable (evil Arab)
- 18 Proverb (prover + B)
- 20 Repasts (pa + rests)
- 21 Hermes (oIHER MESsengers)
- 23 Titan (it + tan)
- 24 Suite (sweet)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Neons (eons + N)
- 4 Document (do + cut + men)
- 8 Against (a + gain + st.)
- 9 Actual (factual - F)
- 11 Dogsleds (DDS + els + go)
- 12 Beam (be + am)
- 15 Resisters (are - a + sisters)
- 17 Hatch (two meanings)
- 18 Horse (shore)
- 20 Croissant (cast iron's)
- 22 Lady (lad + y)
- 23 Absinthe (a + B's + in + the)
- 27 Deduce (deuce + D)
- 28 Chemist (itches + M)
- 29 Surgeon (surgeon + T)
- 30 Polar (temPO LARgo)

DOWN

- 1 Neanderthals (a Netherlands)
- 2 Oranges (o + ranges)
- 3 Sunglasses (sung + lasses)
- 4 Dated (panDA TEDdy)
- 5 Coax (Cokes)
- 6 Mate (m + ate)
- 7 Nearest (Eastern)
- 10 Amphitheater (amp + hit + heater)
- 13 Oslo (solo)
- 14 This side up (is he stupid)
- 16 Each (teach - t)
- 19 Red cent (d + recent)
- 21 Anthill (all thin)
- 24 Bacon (co. + ban)
- 25 Purr (per)
- 26 Gene (GrEeN pEa)

20 DRIVEN TO DISTRACTION

The phony cars are the Sputnik, the Pontiac Pathfinder (and the Kaiser Broadway) and the Model S.

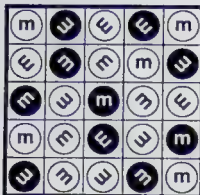
GREEK 101

- | | |
|--------------------|------------------|
| 1-h, obscure | 9-n, trivial |
| 2-c, disappearance | 10-k, recruit |
| 3-j, perpetual | 11-l, roving |
| 4-f, love | 12-b, brothel |
| 5-l, oven | 13-d, earthquake |
| 6-g, manuscript | 14-e, greenhouse |
| 7-m, thief | 15-a, breeze |
| 8-o, universe | |

Adapted from Words, Ltd., Molokai, HI 96742

M&M'S

The arrangement is shown:



HOW SOON WE FORGET

They were the names of the ghosts in the original Pac-Man game

SWAN DIVES

1. One solution is: SWAN, SWAT, SEAT, SENT, DENT, DINT, DINE, DIVE
2. One solution is: SWAN DIVE, INVADES, ADVISE, IDEAS, DAIS, SAD, AS, A.
3. We found: and, die, dive, sad, sand, sane, save, swan, wad, wade, waive, wan, wand, wane, and wave; as well as a few less common words: ave, wadi, and wive.

SUMMER SPORTS

3875 + 5883 = 9758
574 + 73 + 673 = 1320

PAN-ORAMA

- 1-e, Hatchet for the Honeymoon
- 2-h, Tentacles
- 3-b, Cat Women of the Moon
- 4-c, The Curse of King Tut's Tomb
- 5-g, Slugs, the Movie
- 6-i, Monster Dog
- 7-d, Dagora, the Space Monster
- 8-j, The Toxic Avenger
- 9-l, Terror in the Wax Museum
- 10-a, Ben

Video Movie Guide 1989 by Mick Martin and Marsha Porter is published by Ballantine Books.

IN OPPOSITION

1. On/off (monarch/toffee)
2. Up/down (superb/landowner)
3. In/out (minister/routing)
4. Low/high (slowpoke/thighbone)
5. Yes/no (eyesight/runoff)
6. Over/under (coveralls/thundering)
7. Old/new (unfolded/renewal)
8. Far/near (warfare/linearly)

MAKING ENS MEET

The complete solution is:

SEVEN
ELEVEN
SIXTEEN
NINETEEN
+ SEVENTEEN
SEVENTY

TRADE SECRETS

The trade names were. aspirin, cellophane, cube steak, dry ice, escalator, heroin, kerosene, linoleum, milk of magnesia, mimeograph, nylon, pogo stick, raisin bran, shredded wheat, thermos, trampoline, yo-yo, and zipper.

The words that never were trade names were. latex, margarine, motel, percolator, stainless steel, and tuxedo.

NOTHING TO IT

```

      1 2 1 1 2 5
    8 ) 9 6 9
      8
      --
      1 6
      1 6
      --
        9
        8
        --
        1 0
        8
        --
         2 0
         1 6
         --
          4 0
          4 0
          --
           0
    
```

MASTER CRIMINALS

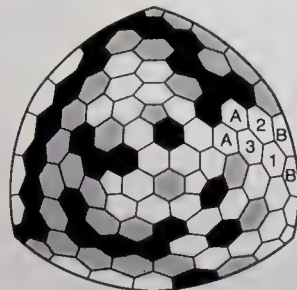
- | | |
|--------------------------|-------------------------------------|
| 1 Professor Moriarty | 7. Darth Vader (<i>Star Wars</i>) |
| 2. Lex Luthor | 8. Dr. Miguelito |
| 3. Ernst Stavros Blofeld | Loveless (<i>The Wild</i> |
| 4. The Joker | <i>West</i>) |
| 5. Dr. Fu Manchu | 6. Ming the Merciless |
| | 9. Butch Cavendish |

FOUR PSYCHICS

Arabella fell out of a window onto the awning of a pawnshop owned by a Swede named Ingmar, as did Carmen; Belinda accidentally swallowed a gypsy moth while yodeling a Bavarian mountain song; and Eddie, the only person to make a true prediction, married an ex-saxophone player with six fingers on each hand.

Y NOT?

Dark plays the space marked 1. If Light tries to cut 1 off with a play at 2, Dark plays 3 and can connect at either of the spaces marked A. All Dark has to do next to end the game is to take either of the B spaces.



38 SPORTS ABBREVIATED

1. Tennis
2. Football
3. Horse racing
4. Baseball
5. Figure skating
6. Decathlon
7. Soccer
8. Boxing
9. Table tennis
10. Golf
11. Rodeo
12. Jai alai
13. Auto racing
14. Bowling
15. Ice hockey

32 AND ONE TO GROW ON

SKIING + P = PIGSKIN
 HAT + U = UTAH
 BEAR + Z = ZEBRA
 PIPER + Z = ZIPPER
 SCOUT + L = LOCUST
 BOWL + E = ELBOW
 SALT + A = ATLAS
 ORGAN + D = DRAGON
 TUREENS + D = DENTURES
 CANDLE + I = ICELAND
 SLATE + C = CASTLE
 CARROT + T = TRACTOR

What you are: Puzzle "Add"ict

35 FAR AND WIDE

GAZASTRIP	RETIRE	RAMADAN
EVAPORATE	EPIMERS	PREMITE
SENIORITAS	DISAVOW	VINTNER
TRIDENT	TRUSS	STAL
UTE	SELLING	OUTIMARET
RESAT	EELS	DEARSIRS
ERTE	ETTE	CILUM
REAR	NEOCENE	PIRO
IMPORTANTLY	SOFAR	CHAISE
PAULA	POTIONS	UTICA
ARTIST	TAITO	LEMONTREES
SITTER	CLEES	MOCKUP
SASE	BASH	SITAR
SILICA	RARE	BIT
SQUOITION	UTS	AIROMA
FUNNY	EGGION	WHEREIT
INST	ANODE	DOLLARBILLS
NUIT	SPIT	RESPOND
INTEGERS	HEATHS	AWED
SUEDE	ONEORTWO	AMIS
TARTAN	HANGS	SATALE
FABRNA	SOT	RAIRER
ILOVEIT	TRIEDITO	CATAMARAIN
RELEASE	SEETHES	OPERATING
SETTLED	DROODIS	STIRNLIANDE

25 GET ON THE STICK

1. Candlestick
2. Chopstick
3. Lipstick
4. Yardstick
5. Broomstick
6. Joystick
7. Slapstick
8. Drumstick
9. Dipstick
10. Nonstick
11. Nightstick
12. Breadstick
13. Matchstick
14. ChapStick

MAIL PLAY

GAMES CLASSIFIEDS. All advertisements in the MAIL PLAY section are legitimate. Rates are \$6.50 per word, non-commissionable, payable in advance. Closing date for the October/November issue is May 4. To submit an ad, write to GAMES, attention Dirk Johnson, 810 Seventh Avenue, New York, NY 10019 or call 1-800-FON-GAME.

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PUZZLING PROVERBIDIOMS poster, 300-hidden puns. More. Catalog. T.E. Breitenbach, G-1, PO Box 538-A, Altamont, NY 12009.

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CUSTOM NEEDLEPOINT OR CROSS-STITCH KITS from photos, fabric swatches, etc. SASE for brochure: SUBLIME DESIGNS, PO Box 986, Ridgefield, CT 06877.

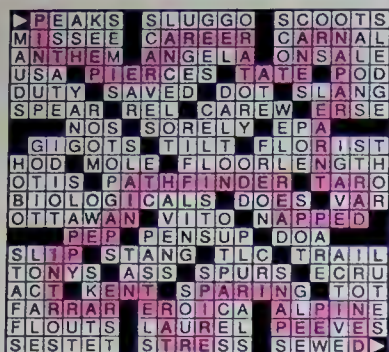
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INSTANT INSANITY puzzle solution software. Solves your cubes from ANY configuration. IBM-PC. \$4.95. Today's Outlook, P.O. Box 784, Troy, NY 12181-0784.

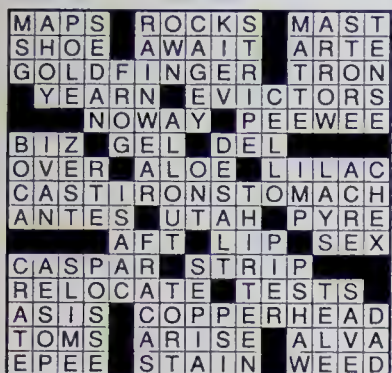
PINOCHLE

PINOCHLE SCOREPADS. Try and find 'em anywhere else. \$4.95 for 3 pads. Double Aces Productions, PO Box 174, Monterey, MA 01245.

31 AMAZEMENT 2



25 HARDBODIES



35 MIND FLEXERS

1. I (imp lore)
2. O (ram part)
3. F
4. K (gall ant)
5. D (boo king)
6. J (a scent)
7. M (pro curer)
8. L
9. C (not ice)
10. B (nap kin)
11. G (overt one)
12. N (for bidding)
13. A (now here)
14. E
15. H (stand-in groom)

35 PLAYBACK

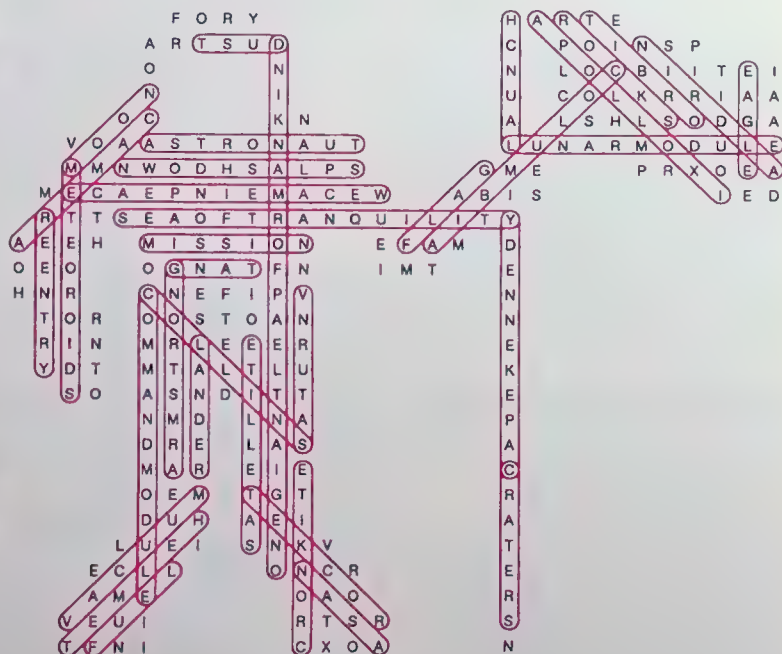
1. Petulant (lute)
2. Eggnog (gong)
3. Collective (cello)
4. Murderous (drum)
5. Exasperate (sax)
6. Three-fifths (life)
7. Passable (bass)
8. Beryl (lyre)
9. Abutment (tuba)
10. Separatist (sitar)

23 HONEYCOMB



The rest of the dialogue "Yes," replied Mister Bee, "Swarm." The setting: apiary.

24 MOONSTRUCK



SUPER CHESS

GAMES Magazine Oct/Nov, 1987
declared Super Chess one of the top
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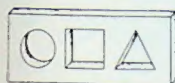
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Great gifts! Send only \$3.45 plus \$1.50 postage
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you an attractive Lucite®-like model of this
mathematical marvel! (Texas residents add
40 cents sales tax.) Allow six weeks for
delivery. Send check or money order today:

Amazing Mathematical Mystery
B & G Enterprises
P.O. Box 670
Fort Worth, Texas 76101

Market Quiz

1) What game won top prize at the
International Toy Fair in New York
in 1989?

2) What 4 pieces did Super Chess
add to the chess board?

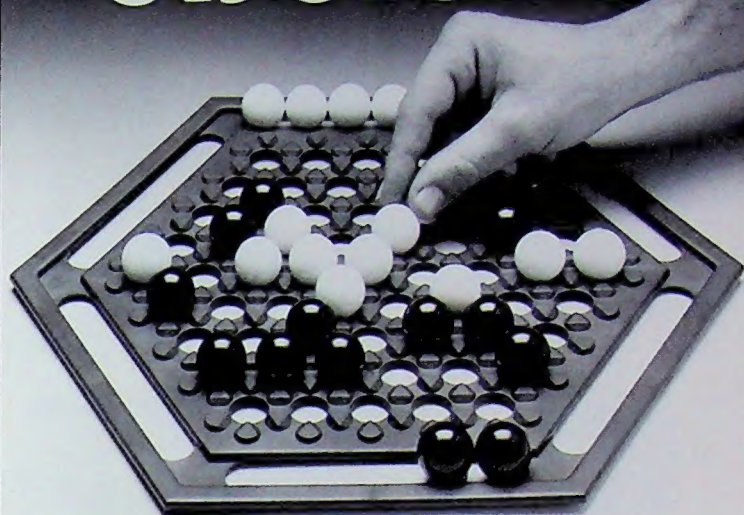
3) What game will baffle your
friends?

4) Who manufactures Wonder
Rings™?

5) What ad on this page contains a
typographical error?

(answers next column)

abalone®



A PERFECT GIFT
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Or Find It At: The Game Keeper—The Complete Strategist—Games By Jones—The Game Gallery—Gamesmanship—Burt's—Keep In Touch—Toys To Go—Fantasy—
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The ancient Chinese ring puzzle.

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- Over 50% Off Retail!
- Puzzle People ♥ LOVE ♥ this one!
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6-Ring Puzzle (Pictured) \$6.50 + \$2.50 S&H
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- 1) abalone®
2) Cyclops, Archer, Super Pawns
3) Amazing Mathematical Mystery
4) Mark Point Enterprises
5) Make This Unique Ring ("perfectly" is
mis-spelled)

ANSWERS

Make This Unique Ring



With these illustrated, step-by-
step instructions you will create
DOLLAR RINGS that will amaze
your friends. Great for gifts, birth-
days, party favors, Christmas
stocking stuffers, or just for fun.
**Perfectly Legal - Will Not Deface
Dollar.** Give the instructions or
the rings you make as a gift.

Satisfaction Guaranteed

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Bowie, MD 20715

1 Set of instructions \$3.00 Postpaid
2 or more sets @ \$2.00 each Postpaid

No. Sets _____ Total \$ _____

Name _____

Address _____

City _____

State _____ Zip _____

THE SEAGRAM'S 7 CHALLENGE

One of the people shown in the Seagram's 57 advertisement on the facing page will be hosting a party tonight. By studying the ad and reading the following clues, can you figure out who the host or hostess will be?

CLUES

It's *not* any of the following people:

- (1) the person who is wearing something on her ankle;
- (2) either person who is between a man and a woman;
- (3) the person who is above the person who is closest to the volleyball;
- (4) the corner person who is next to someone lying face down with her elbows extending out symmetrically over opposite sides of the lounge chair;
- (5) the person below the person whose glasses are on her lounge chair;
- (6) the face-down person who is next to someone wearing bracelets who, in turn, is next to the person reading a book;
- (7) the person who is diagonally two away from someone who is below the man whose hands are both empty;
- (8) the person in a purple bathing suit who is below a woman who is next to someone else in a purple bathing suit;
- (9) the person in a two-piece bathing suit who is between a person in a one-piece suit and a person in a two-piece suit;
- (10) the person in a polka-dotted bathing suit who is next to someone in a partially yellow bathing suit who is next to the person wearing the most bracelets.

If it's not any of the above people, then who is it?

ANSWER

It's the woman who is second from the left on the bottom row.

ANSWERS

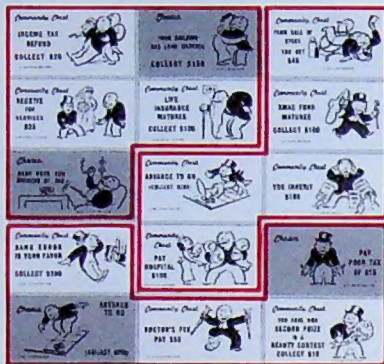
MEASURING UP COVER

Upper half, left to right:
bolt, meter, yard, gill, magnum (Tom Selleck), (little) league, stone, rod (Stewart), mil, lux, point (of the pencil), degrees, (Doris) day, chain.

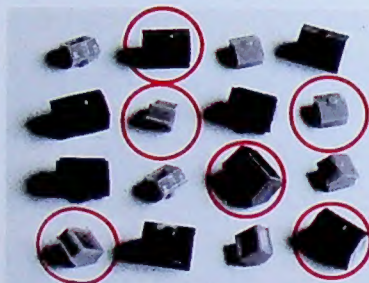
Lower half, left to right:
(James) watt, hertz, foot, cup, hogshead, barrel,
gram (gramam), carat, (gregory) peck, cord, knot,
bit, byte, nose, hand, neck, head.

40 GO FIGURE

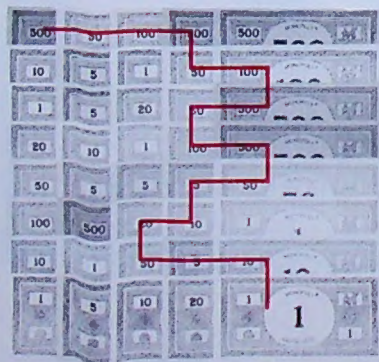
1. Each token sits on a property that has the same first letter as the token, except the hat on B. & O. Railroad.



3. The circled pieces should be flipped.



- 4.



5. If St. Charles Place is placed in the center, a magic square is made with the rents. That is, adding up the rents in any row, column, or long diagonal will yield the same amount—\$30.

27 TRAIL-BLAZING

Booze, daze, doze, dozen, fez, gaze, glaze, kazoo, laze, ooze, zaq, zeal, zone, zoo, zoom; adz(e).

18 HIGH ANXIETY

The correct sequence of photos is: H, K, L, P, A, D, E, Q, J, C, N, B, G, I, O, F, M.

EUREKA

- **Ex-Posers** (April/May, page 26) Theresa Singleton of Wabash, Indiana found a different solution for #4, EXCLAIM. She saw the paper in the illustration as a "mine," and the answer word as EXAMINE.
- **Word Maze** (April/May, page 28) Milton Bass (appropriately) of Brooklyn, New York, found a few more sea creatures in our grid. He added ACARA, HARP (seal), ORCA, SAMA, and SCAD to the list.

COMING
DISTRACTIONS
AUGUST/SEPTEMBER

Literary Adventures If you're on the Titanic, in a tale of the Arabian Nights, or on a science-fiction adventure, you're probably taking part in a new entertainment fad: weekend role-playing games. Here's a report on the interactive action.

Strange Sunday Spending an afternoon at an amusement park is fun. And so is spending an afternoon trying to figure out what's wrong with this picture of an amusement park.

Woodstock Generation On the 20th anniversary of the greatest music festival of the Sixties, here's a trivia quiz to test how much you remember of those three days of peace and love.

Crossword Cartoons It's a unique crossword; it's a comic sensation; it's a creative contest.

PLUS Surprising 19th-century brainteasers, new Murphy's Laws, crazy billiard variations, and plenty more mental stimulation.

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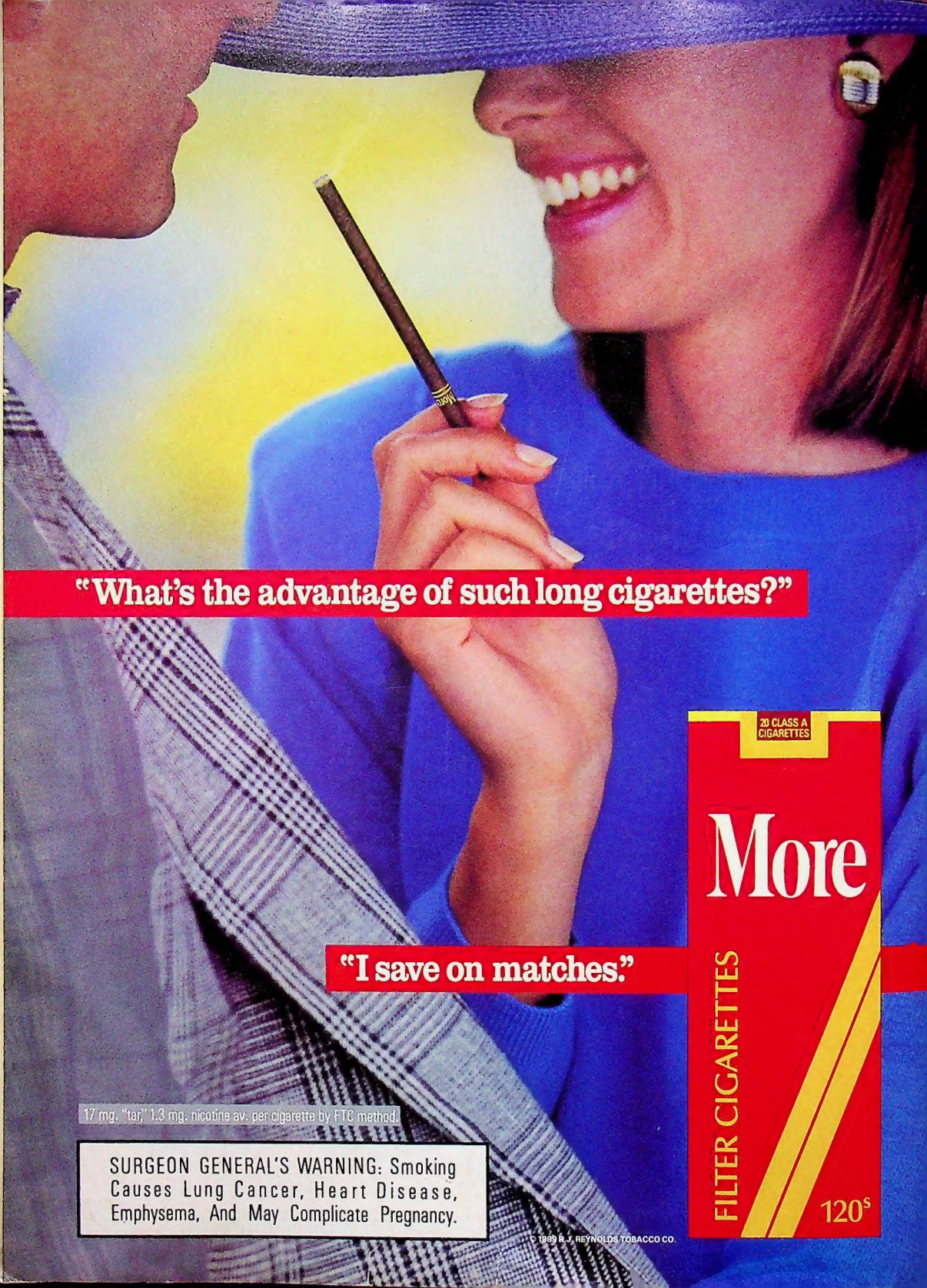


SEAGRAM'S 7 AND 7TH HEAVEN



Seagram's Seven Crown

America's Good Time Spirit.



"What's the advantage of such long cigarettes?"

"I save on matches."

20 CLASS A
CIGARETTES

More

FILTER CIGARETTES

120^s

17 mg. "tar," 1.3 mg. nicotine av. per cigarette by FTC method.

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